

Jade Cocoon[™] 2

Detailed
**Beast Amulet
Tips**



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primagames.com[®]



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Jade Cocoon 2

Prima's Official Strategy Guide

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Prima Games

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Contents

Introduction	2
Characters	3
Game Basics	5
The Beast Amulet, Divine Beasts, and Battle	10
The Art of Merging	13
Divine Bestiary	18
Walkthrough	27
The Temple of Kemuel	27
Wind Forest 1	30
Water Forest 1	33
Earth Forest 1	35
Fire Forest 1	37
Wind Forest 2	39
Water Forest 2	42
Earth Forest 2	44
Fire Forest 2	47
Wind Forest 3	51
Water Forest 3	54
Earth Forest 3	57
Fire Forest 3	60
Wind Forest 4	64
Water Forest 4	68
Earth Forest 4	71
Fire Forest 4	74
Forest of Darkness: Water	78
Forest of Darkness: Earth	82
Forest of Darkness: Fire	86
Forest of Darkness: Wind	90
Wind Forest 5	97
Water Forest 5	102
Earth Forest 5	106
Fire Forest 5	110
Wind Forest 6	114
Water Forest 6	117
Earth Forest 6	121
Fire Forest 6	125
The Final Arena Battles	129
Divine Beast Skills and Abilities	130
Items	135

玉

繭

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2

Contents

Welcome to *Jade Cocoon 2*

Long ago, a brave hero sealed monsters in the Eternal Corridor within the Wormhole Forest. Time passed and the exploits of these heroes faded to legend. Now the time to assemble has come again. A hero is needed to defeat the Dark Beasts of Knowledge, known as the Kalma, in Wormhole Forest. Kahu has answered this call to become a BeastHunter.

On his quest to become a BeastHunter, Kahu awakens a sleeping fairy. His future is jeopardized when she curses him. The curse threatens his very existence. Travel with Kahu through the elemental forests as he gains experience and wisdom battling Divine Beasts as he desperately tries to undo the curse and regain his humanity.

Before heading out into the wilds of the forests, prepare for your quest by learning all you can in the "Game Basics" section, beginning on page 5. This

chapter provides general information regarding travel around the forest and the Temple of Kemuel. The "BeastAmulet" and "The Art of Merging" sections tell you about merging Divine Beasts and the best way to equip and use your BeastAmulet. The "Bestiary" section describes the Divine Beasts of *Jade Cocoon 2*. Every Divine Beast can learn skills, which are listed in the "Skills" section (page 130).

The "Walkthrough" begins on page 27 and takes you through all of the forest plains with maps to guide you and strategies for defeating the Bosses.

All the items to use are listed in the "Items" section beginning on page 135. Items play an important role in your quest, so get to know them all.

Now equip your BeastAmulet and travel with Kahu as he searches for the Forest Orbs on his quest to rid himself of the beast within.



Characters

Jade Cocoon 2 contains many interesting characters. Each has distinct personalities, strengths, and weaknesses. As you travel through the forests in search of the orbs, you meet them all.

Kahu



Drawn to the Temple of Kemuel by a BeastHunter want ad, Kahu, the only son of a carpenter, travels to the Temple to obtain his license to hunt Divine Beasts. Little does Kahu know that grave dangers await him in his quest to become a BeastHunter.

Nico



Living in a world between Heaven and Earth, Nico accompanies Kahu on his journey through the Forests of Time. Ever ready with a wisecrack or comment, Nico's companionship offers Kahu the insight he needs to make it through and reverse the curse brought upon him.

Levant



The legendary Cocoon Master, Levant resides in the Temple of Kemuel, protecting the people of Nagi. From Levant, Kahu receives his BeastAmulet and learns critical information regarding his curse.

Mu



Like Ra who presides over life, Mu presides over strength. See Mu in the Arena whenever you want to battle other BeastHunters or take an advancement test.

Ra



Speak to Ra in the Room of Life whenever you want to hatch or merge the eggs you find in your travels. Ra knows everything there is to know about Divine Beasts.

Cure



Cure is an evolved Divine Beast who wants nothing more than to be human. Anxious to overcome her other self, Cure comes across as very sweet and somewhat naïve to the ways of humans.

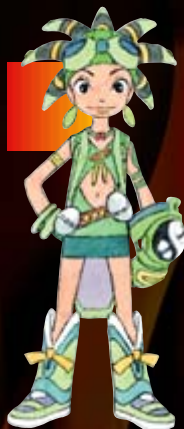
Gil



Formerly a schoolteacher, Gil's interest in the ancient civilization of Gehenna Pale brought him to the Temple of Kemuel. Gil strives to learn everything there is to know about Divine Beasts and the forests in which they live.

The Sweet Knights

Choco



Cinnamon



Cocona

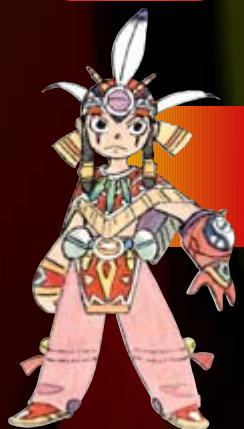


Vanilla



This team of teen idols was assembled to attract strong BeastHunters. However, the members of the Sweet Knights do more battling against each other than they do against Divine Beasts.

Nam



Nicknamed Tomahawk, Nam wants to rediscover his warrior heritage. Though his family has chosen a different path for him, Nam's only desire is to be a strong BeastHunter roaming the forests in search of strength. He was known for his flawless record in the Arena until Wu dealt him his first loss.

Wu



Wu has been living in the forest for a long time, searching for the answer to why his village was destroyed. He is very strong and very selective about who he engages in battle. After defeating Nam in the Arena, he has spent much of his time avoiding the young warrior.

Yamu



Found by Gil in the forest, Yamu is a descendant of the Divine Spirit of Knowledge. Though he tries to help the good doctor, Yamu is more interested in getting stuff than in helping Gil with his research.

Game Basics

Jade Cocoon 2 is a unique role-playing game in which you explore several forests composed of multiple levels, while collecting Divine Beasts to battle your enemies as you search for the Forest Orbs. If you've already played the first *Jade Cocoon* game, you'll have a head start on other players, as the two games are similar. If you're new to the series, take some time to learn how *Jade Cocoon 2* works. Check out this section and those that follow for a better understanding of what's to come.

The Temple of Kemuel

The story begins at the Temple of Kemuel. The Temple is the hub of your adventure and provides most of the items and services you need. It has five areas, each providing a different service. To travel around the Temple, stand on one of the Gates (the small glowing circles on the floor), and press **X**. A menu of rooms appears. Select the room you want and you're on your way.

Throne Room



The Throne Room is where Levant resides and where you'll find the Gates leading to the Wormhole and Darkness Forests. Levant offers advice and points you in the right direction when there's a particular

task to be accomplished. You can speak with him at any time. The Gates are on either side of the room. At first you can use only the left Gate, which leads to the Fire, Wind, Earth, and Water Forests. Later on you can use the right Gate, but we'll leave its purpose a secret for now.

Room of Life

Go to the Room of Life to strengthen your Divine Beasts, hatch eggs, and turn in cocoons that you find in the forest. Divine Beasts grow through merging them with Seed Beasts, which you'll learn more about later. As you play, you find eggs in the forest. Hatch them in the Room of Life to build your stable of Divine Beasts. Sometimes you encounter Kalma in the forests. Kalma are dark parasites that have taken on human form. When you defeat



them in battle, they become cocoons that are used as Seed Beasts. Bring all of your cocoons to the Room of Life and you'll be rewarded with money and reputation points.

Kikinak & Co.



Kikinak is an odd spirit that runs a successful trading business from the Temple. Here you can purchase basic items, sell extra items, and store other items in the Warehouse for later use. Store lots

of stuff. Even if you don't need it now, it may come in handy later when taking on jobs in the Lounge. Check back often. The goods sold change as you complete some jobs.

NOTE

Kikinak sometimes has salesmen in the forest Ogrevines. Some buy and sell items, while others allow you to store or remove items to and from the Warehouse. Make good use of them so you always have room in your inventory.

Lounge

BeastHunters kick back and relax at the Lounge while catching up on the latest BeastHunter gossip. Speak with the people here to learn what's going on. There's also a Bulletin Board in the back of



the room. Use the Bulletin Board to find jobs. Completing a job earns you either money or valuable items and, most importantly, raises your reputation. As your reputation rises, you can take Advancement Tests in the Arena, which allows you to upgrade your BeastAmulet and shields. Take on jobs often.

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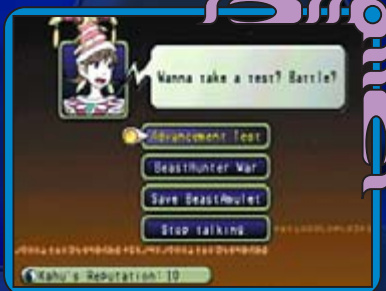
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Game Basics

Arena



BeastHunters battle each other and upgrade their BeastAmulets in the Arena. Come here to test your skills or just to have a little fun. You can either participate in a BeastHunter battle, which earns

you money and improves your reputation if you win, or take Advancement Tests. Advancement Tests are very important. Whenever you successfully complete a test, your BeastAmulet can hold an additional Divine Beast. Kahu also gets an additional shield, allowing him to take more damage in battle. However, you can only take these tests when your reputation is high enough. Increase your reputation by completing jobs from the Lounge, finding cocoons in the forest and turning them in at the Room of Life, and competing in BeastHunter tournaments.

Finding Your Way in the Forests

Most of your adventure takes place in the forests. They're filled with untamed Divine Beasts, rival BeastHunters, vicious bosses, and many other surprises. Always be ready for combat and be aware of your Divine Beasts' condition. If you're defeated in the forests, you lose all the items in your inventory and return to the Temple.

The Path Ahead

Forests have several levels. Each level contains a series of islands, which you must clear one by one to reach the boss waiting at the end. In each forest you find Ogrevines and a Princessvine.

Ogrevines are like small caves. When you enter, you may find an item, an enemy, another BeastHunter, a Kalma, an Arena, an HP and MP Restoring Plant, a Synthetic Plant, a boss, a Keyspore, or nothing at all.



Enter every Ogrevine on a level. Otherwise you'll miss events, good items, and even critical battles. The most important item you find on each level is the Keyspore.



There's only one Keyspore on each level. Kahu consumes the Keyspore, which causes his body to give off a sweet scent. This scent then causes the Princessvine to open elsewhere on the

level. Keyspores need to be found only once on each level as the Princessvine stays open.

Princessvines are gates to the next level. When you begin a new level, the Princessvine in that level is closed. It opens when Kahu finds and consumes that level's Keyspore on that level. Every



level of the Wormhole Forest has only one Princessvine, but it's rumored that other forests have several Princessvines on each level. The trip through a Princessvine is a one-way deal. Once you enter, you can't go back to the previous level without returning to the Temple first.

As the game begins, you have access to each of the four Wormhole Forests, but only one level is available. By beating the bosses on these levels, you unlock additional levels. We've laid out the walkthrough in the order that we suggest you travel, but the choice is always yours. You can explore the levels in any order.

TIP

Even though a new level of a forest opens when you defeat a boss, explore all four forests on the same level before moving on to the next. Your Divine Beasts need time to grow, and the forests get tougher as you move deeper.

Most of what happens in a forest is totally random. The only events that happen for sure are those that occur in an Ogrevine where a Keyspore can be found. Other events and items are placed randomly each time you enter a forest. So if we say that you'll find a particular event in an Ogrevine and you find something else

entirely, that's the randomness of the game. Come back later and you may find the promised event.

TIP

Play each level multiple times. Events occur very randomly. Playing through each level several times is the only way to see *almost* everything. You could play the same level all day and still not see all the game has to offer.

Kalma Battles



The parasite that has entered Kahu is also present in many forest creatures. These Kalma are tough beasts that have taken on the appearance of humans. Be careful when talking to any BeastHunter

within an Ogrevine, because it could be one of these Kalma and a battle will take place immediately.

Kalma are tougher than normal creatures—sort of mini-bosses. When Kalma are defeated, they become cocoons. Turn these in at the Room of Life for money and reputation points. The cocoons will become Seed Beasts that strengthen your Divine Beasts.

Talking and Fighting with BeastHunters

You are not alone. Many other BeastHunters roam this world, out to make a buck and win the respect of their peers. Often you run into another BeastHunter while exploring.



Sometimes they offer you advice about their favorite type of Divine Beast, but many times they challenge you to a duel. Be careful when talking to another BeastHunter. Always assume that he will challenge you to a battle, or even be a Kalma in disguise.

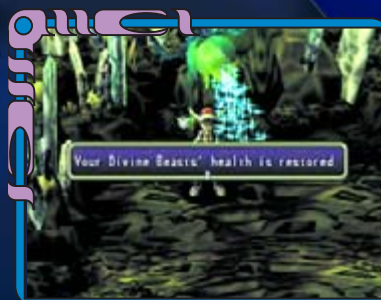
Nearly every BeastHunter has a favorite type of Divine Beast, and they join clubs focusing on those beasts. When you battle them, you earn a medal for the type of Divine Beast that they love the most. Collecting medals is a great idea. As you collect medals, you receive gifts from the BeastHunters. These include incredibly rare eggs which make unheard-of

beasts. You're rewarded with eggs when you collect two or four medals. If you collect six you get a special item. Collect eight medals and you get to challenge the Master BeastHunter from that club. Revisit levels often to find BeastHunters to battle. If you simply play straight through the game you'll never earn enough medals to fight one of these champions.

Special Plants and Places

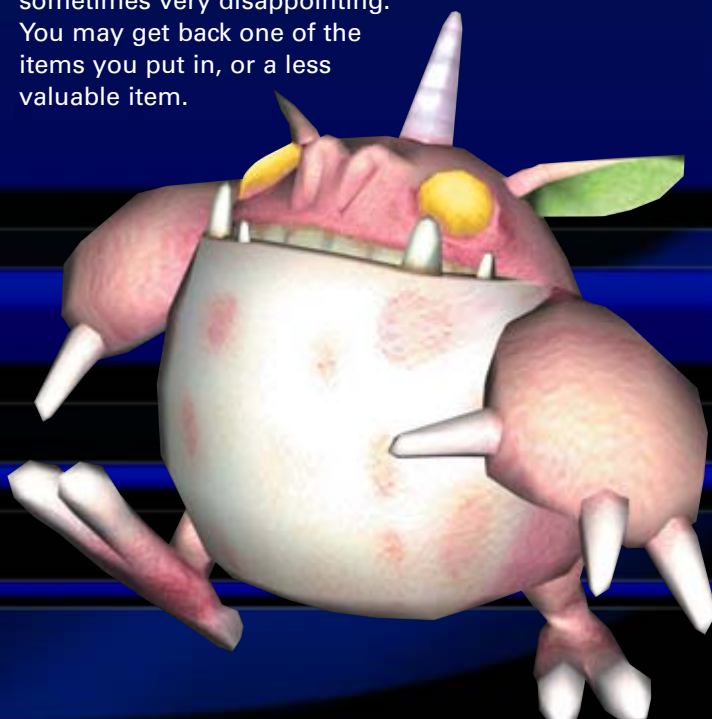
In each forest you find special plants and places that always remain the same. HP and MP Recovery Plants completely restore your Divine Beasts when you touch them.

These plants can only be used once, so use them wisely.



Another plant is the Synthetic Plant. A Synthetic Plant does the most marvelous thing. Place two items in it and it spits out a new item. What you get back is randomized based on what you put in. Try

lots of different combinations to find a wide variety of items. Keep in mind though that what you get back is sometimes very disappointing. You may get back one of the items you put in, or a less valuable item.



Other places you'll come across include Arenas and Kikinak outposts. In the Arenas, you pay an entry fee to fight three battles. If you win, you earn extra money. This is a great way to earn some extra cash when you really need it for merging Divine Beasts in the Room of Life.

You also find representatives of Kikinak & Co. here and there. They can buy and sell items and sometimes even let you take and give items to the Warehouse. Remember these locations.



Coming and Going

You can leave a forest at any time by choosing the "To Temple" menu option. However, when you come back to the area, you have to start over at the beginning of the level. Once you've defeated a boss on a level, you can bypass that level and go to the next.

Kahu's Reputation



allowing you to control an additional Divine Beast and giving Kahu an additional shield.

Every BeastHunter must earn the respect of his peers. Why? As your reputation rises, you can take Advancement Tests in the Arena. Successfully completing a test upgrades your BeastAmulet,

Several things increase Kahu's reputation. The easiest and best way is by defeating Kalma disguised as humans. They turn into cocoons, and your reputation rises when you take the cocoon back to the Room of Life. Try to find them all.

Another way is to take on jobs in the Lounge from the Bulletin Board. Jobs vary in difficulty and so do the rewards. If you complete a job quickly, your reputation increases. The amount of reputation earned is directly related to the challenge associated with the job. Be careful though. Don't take assignments you can't complete. If you cancel a job, your reputation goes down. See more about jobs below.

You can also increase your reputation by fighting in the Arena. The BeastHunter battles provide a small boost to your reputation and some much-needed cash. Take them all on when you're strong enough. There's no penalty for losing these battles.



Get a Job

Jobs are a great way to earn extra money, rare items, and reputation points. Find jobs by visiting the Lounge inside the Temple. Check the Bulletin Board to see all the currently available jobs. The task at

hand can be anything from collecting a particular item to defeating a certain enemy. Most jobs also require you to have a certain amount of reputation. This is yet another important reason to work on your reputation regularly.





You can only take one job at a time, so choose carefully. There's a lot to consider. Store a variety of items in the Warehouse just for jobs. Many times a job asks for an item. If you have it stored, you can go get it, take the job, and immediately give it to the requester. This increases your reputation much faster than taking the job, then looking for the item. However some jobs ask for an item and tell you where it can be found. Taking the job plants the items you're looking for, so you must take the job before you can find the item.

Whenever you complete one of Birdman's jobs, new items go on sale at Kikinak & Co. Take these jobs whenever you can to keep the new supplies flowing in.

Jobs can be canceled on the Bulletin Board if you decide you'd rather do something else. However, canceling a job seriously hurts your reputation. Don't take a job until you're sure you can complete it. Each time you leave the Temple and come back, the Bulletin Board is updated. Thus, if you see a request for an item where no location is specified, you can't go out and find the item and come back before taking the job. If you do, the job probably will be gone when you return.

To complete a job, take the requested item to the person standing next to the Bulletin Board, or talk to that person once you've completed the requested task. After a bit of chatter, you get your reward money and reputation points based on your performance. The faster you complete a job, the more your reputation grows. If you take too long, your reputation won't increase.



The Importance of Items



Items come in all types. Some are used in battle and some are used on the field. Some items heal and strengthen your beasts, while others are used to attack creatures. Some are only good for selling

at Kikinak & Co., or turning in for jobs.

Keep a variety of items at all times. You'll need a couple of Mugworts, Mel's Liquor, and restoratives. Mugworts restore lost HP of Divine Beasts. Mel's Liquor refills a Divine Beast's MP. Restoratives can revive a downed beast after a tough battle. Keep a few books available, too. Use books in battle to heal and attack. They allow Kahu to participate directly in confrontations, which can sometimes be the deciding factor in a match.

Gems may be a little confusing at first. They serve only two purposes. You can either sell them for a bundle of cash, or you can turn them in for jobs. Keep a few in the Warehouse in case you get a job that requires them, but remember that they are your primary income. You don't get money for defeating enemies in the forest.

Your backpack is pretty small. It holds only a few items at a time, but you can upgrade it. Kikinak & Co. sells backpack upgrades. They're pretty expensive, but worth the cost. Just don't spend money you need for merging beasts. Wait until you can really afford it.



The BeastAmulet, Divine Beasts, and Battle

Battle is a very important part of *Jade Cocoon 2*. The battle system is very different from what you may be used to. For starters, your beasts do most of the fighting for you. Kahu, the hero, can use items to assist the beasts, but the damage he causes is negligible in comparison to that caused by the beast. Also, not all of your beasts must be defeated for you to lose the match. The battle either ends when all of your or your opponent's beasts are defeated, or when either master's shields are gone. To build a solid battle formation and progress steadily through the game, you need to know how your BeastAmulet works and how battles progress. Skim this section to pick up the knowledge you need.

The BeastAmulet and Divine Beasts

A BeastAmulet is a sort of bracelet that BeastHunters wear. They equip Divine Beasts on the BeastAmulet, and these Divine Beasts appear and fight for the BeastHunter whenever a battle occurs. The BeastAmulet has four sections, one for each element: Water, Wind, Fire, and Earth.

Elements and Skills



Divine Beasts have skills that are used in battle to attack and heal. Each skill corresponds to one of the four elements. A Divine Beast can have skills for only three of the four elements. This is based

on the beast's primary element, from which it is derived. Each Divine Beast is derived from an element. Find this next to the beast's name in the form of a globe. Green is Earth, red is Fire, yellow is Wind, and blue is Water. A Beast can use skills that match its primary element, plus the two elements to either side of the primary element on the BeastAmulet. Thus a Fire beast can use Fire, Wind, and Earth. It cannot use Water skills.

Each elemental type has a particular use. Fire skills are attack based and cause the most damage. Wind skills are special attacks. These can be sleep spells, poison attacks, stun attacks, and other spells that adversely affect the enemy. Earth skills focus on defense. They protect your party with shields and directly boost your beasts' defense parameters. There are also Earth attacks, but these tend to be weaker than those of Fire. Lastly there's Water, which is used primarily for recovery. Such skills recover HP, MP, and even status. There are Water attacks, but these typically, too, pale in comparison with Fire-based attacks.

The four elements have relationships with each other, giving some elements an advantage or weakness against others. Think of it as a game of Rock-Paper-Scissors, but with Earth, Fire, Water, and Wind.

Earth has the best defense, allowing it to withstand the power of Fire attacks. Fire, the most powerful element, gives its beasts devastating attacks. It's most effective against Water, robbing the enemy of time to recover from the powerful blows. Water resists special attacks, making its beasts almost impervious to the trickery of Wind beasts. Wind beasts use their special attacks to break down a strong defense. They're most effective against Earth's powerful defense spells and often bypass defensive measures. Keep these relationships in mind and you'll have a much easier time in battle.

Beast Element	Can Use	Can't Use
Fire	Fire, Earth, Wind	Water
Wind	Wind, Fire, Water	Earth
Water	Water, Earth, Wind	Fire
Earth	Earth, Fire, Water	Wind



Earth is Strong against Fire
 Fire is Strong against Water
 Water is Strong against Wind
 Wind is Strong against Earth

Placement of Divine Beasts

Where a Divine Beast is placed on the BeastAmulet directly affects what skills it can use in battle and thus the creature's role. The BeastAmulet is split into four sections, with four primary positions and four "edges." It's important to understand what each position means. You can tell the difference by looking at the symbol on each position. Those that are one color are primary spots. Any spot that has two colors is an edge, meaning it's split between two elements.



The primary spots are extremely important to both you and your enemy. Creatures in the primary spots protect the "master." They're placed directly between the enemy and the hero, so they

block any incoming attacks. As long as a creature is in the primary slot, the master cannot be hit (one skill in the game, Skewer, ignores this rule). If your enemy can't hit Kahu, he can't be eliminated, and therefore the enemy must attack your beasts instead. The downside to the primary spot is that any creature in these spots can use only one skill of that element. This somewhat limits the creature's usefulness, but it's still a very important factor.

The "edges" allow Divine Beasts to use two skills rather than one. A creature on an edge can use a skill from both elements shown on that spot. This may make them more versatile in combat, but it also

means they can't protect the master. These creatures go through mana quickly, because they're performing actions on two sections rather than one. Negate this by giving these creatures abilities that regenerate mana or that reduce the mana cost of skills.

Cover at least three of the primary spots at the beginning of the game. Your team can be composed of any of the three elemental types, but we strongly



suggest including a Fire and a Water beast. Once you have your BeastAmulet upgraded to four or more beasts, it's pretty much up to you. Spreading your beasts out makes your mana usage much more efficient and prevents you from having to use a lot of items. Have at least two attack beasts (Fire beasts) once you have four creatures. Having only one attack beast makes for extremely long battles.

Basics of Battle

Your creatures all play a specific role, and you can't mix these roles in each turn. You're either attacking, healing, defending, or using a special attack. Thus, you must carefully manage your Divine Beasts to maximize their effectiveness. Know your creatures well and pay close attention to what is happening. Often times the loser is the first one to make a mistake.

Attacking and Defending



Each side of the BeastAmulet has a specific purpose. Always keep these in mind and set your BeastAmulet up so that it meets these purposes. One side is your main attack force; one side uses

special attacks to wear down the enemies; one side restores your beasts HP, MP, and status; and one side protects your beasts.

In battle, you usually want to start with your defensive (Earth) side, then switch to special attacks (Wind), go on the attack (Fire), and finally heal any damage done (Water). This is a good cycle to use in any battle, and it's the most basic strategy you should adopt. What actual attacks, special attacks, defenses, and recovery spells you use is totally up to you, as are the beasts you choose. All of the Divine Beasts are good and all of the skills are useful. Find a strategy that best fits your style and run with it. You can fine-tune it over time as you merge your beasts later.



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The BeastAmulet, Divine Beasts, and Battle

Mana

Each time your Divine Beasts use a skill, they consume mana. When their mana runs out, they can no longer use their skills and must rely on simple physical attacks that are rarely as effective. Restore mana in combat by turning your amulet so that the creature is inactive, or by using a battle item. The best way to manage your MP is to rotate your BeastAmulet every turn so that a side performs an action and then rests. Items that restore mana are often either very hard to find or costly, so the less you rely on them, the better.

Master's Shields



Each master has shields that protect him from attacks. When all of a master's shields are gone, the battle is over. A master can have one to five shields depending on the master's level.

Shields can be restored in combat with certain items, but these are hard to find. Shields are always completely restored after battle.

Surprising the Enemy

You can catch your enemies off guard by sneaking up on them. If you walk into the back of an enemy on the map, you get to take one turn before your enemy can act. However, if your enemy catches you from behind, the enemy gets to take one turn before you can act. Use this to your advantage and try to sneak up on enemies.



A tactic that make this easier is to draw an enemy's attention and then run. Most enemies can't catch you and after running for a bit they fall to the ground exhausted. Gingerly walk up to them and attack from behind.

Battle Items



Some items can be used in battle. To use a battle item, press **▲** and select the item you wish to use. You cannot turn the BeastAmulet when using an item though, so be careful not to leave your beasts

exposed at the wrong moment. Battle items can heal, restore MP, attack enemies, and even revive downed beasts. Make good use of them and you'll have a much easier time.

Escaping from the Enemy

If things get too hot to handle, you can attempt to escape from combat by pressing **▲** and selecting "Escape" from the menu. If you succeed, you leave the battle. If you fail, your enemy gets a free turn. You cannot try to escape and then turn your BeastAmulet.



The Art of Merging



Your Divine Beasts grow through merging. To do this, take a Divine Beast to the Room of Life and combine it with a Seed Beast. The Divine Beast becomes an egg, which you can hatch.

You get the same type of beast you had before, but in its larval state and with the same stats it had before the merge. Plus, the new creature takes on the skill and ability of the Seed Beast. Use merging to transform a weak Divine Beast into a powerhouse.

Seed Beasts

You can't merge your beasts without Seed Beasts. Fortunately, you start the game with eight Seed Beasts in the Room of Life. To acquire more Seed Beasts, locate and defeat Kalma in the forests.



When you do, the Kalma is sealed inside of a cocoon. Sealed Kalma can become Seed Beasts if purified in the Room of Life. Just talk to the lady inside the Room of Life and purification is automatic. The purified Seed Beasts are then stored in the Temple and can be used for merging.

In most cases, several Kalma can be found in each level of the forest. You probably won't encounter all of the Kalma your first time through a level, so pass through each level several times. The deeper you go into the forests, the stronger the Kalma become, providing stronger Seed Beasts. The stronger the Seed Beast, the more powerful skills and abilities it will have.

Timing

At level 15 or higher, Divine Beasts can be merged with Seed Beasts. Above level 15, Divine Beasts grow slower, and they totally stop growing at level 20. However, a beast born from merging starts over at level 1, so it can grow even farther. Once a Divine Beast can merge, quickly merge it with a strong Seed Beast so that it can grow even stronger. The beasts born from merging have parameters from the merged

Divine Beast and Seed Beast. To create extremely strong Divine Beasts, raise your Beasts well and collect strong Seed Beasts. It isn't necessary to allow your creatures to reach their maximum level before merging. In fact, if you do, you lose valuable experience with every battle.

Growth Through Merging



Upon being hatched from an egg, a Divine Beast has skills belonging to its own element. Skills have ranks, and higher ranks are stronger. The rankings are "E, D, C, B, A, and S," with "E" the lowest

rank and "S" the highest. Divine Beasts may also have abilities. Use merging to increase both skills and abilities.

Every Divine Beast also has five parameters that determine its effectiveness in battle. Strength increases skill damage. Vitality determines the beast's skill defense. Wisdom affects the power of a beast's magic. Spirit is the beast's resistance to magic. Speed sets the attack order and affects special attacks.

A Divine Beast born from merging inherits the parameters, skills, and abilities of the merged beast and Seed Beast. However, if a skill of a merged Divine Beast has the same element as one of the Seed Beast, the merged beast's skill is lost. Likewise if the merged beast has four abilities, the last ability is lost during the merge, unless the Seed Beast's ability is the same as one of the merged beast's existing abilities. Skills of the opposite element cannot be added by merging. For example, you can't give a Fire beast a Water skill.



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The Art of Merging

Considerations for Merging

Beasts can be merged with Seed Beasts of the same element and Seed Beasts of adjacent elements. Having skills or magic of two elements lets it act on both sides. However, you cannot have skills on both of the elements adjacent to the beast's primary elemental side. The older skill will be lost if you merge a beast with a Seed Beast of an element opposite to your beast's existing secondary skill. Say you have a Fire beast with both a Fire and Wind skill. You merge the beast with an Earth Seed Beast. The new beast is hatched with the parent's Fire skill, but it loses the Wind skill and gains the Seed Beast's Earth skill.

Divine Beast skills are classified as either SK (skill) or MG (magic). Some beasts are good at skills and some at magic, so keep the Divine Beast parameters in mind when merging.

See which type a beast specializes in by looking at its status in the main menu. A bar in the middle of the screen has SK on one side and MG on the other. Between these are 10 spots filled in either green or red. If the creature has more red than green in this bar, it specializes in SK skills. If it has more green than red, it specializes in MG skills. Some creatures are equally good at both. Always check this parameter before choosing a Seed Beast. Your beasts will be more effective if the skills you give them match their specialization.

Divine Beasts evolve as they grow stronger. There are four stages of Evolution for each Divine Beast. These are Larva, Basic Form, Evolved Form, and Most Evolved Form. Merging raises a beast's Evolution level, allowing it to achieve higher evolved forms. The level of Evolution gained in a merge depends on the compatibility of beast and Seed Beast. Look at a beast's status screen and notice the Evolution bar at the top. Each time you merge, this increases from two to six bars.

All beasts are divided into genus and each genus is divided into three species. For instance, Mau is a genus. Within the Mau genus are the Tamatoch,

Kamatoch, and Toch species. Seed Beasts also have a genus and species. They have an Evolution Power of two, three, or four points. To determine how many Evolution points your Divine Beast will gain in a merge, take the Evolution Power and add a point if the Seed Beast is in the same genus as the merged beast. Add another point if the Seed Beast and merged beast are of the same species.

Here are a couple of examples. Say you have a Ginuba that you want to merge. A Ginuba is from the Slimy genus and the Slimich species. You decide you want to change the Ginuba's Water skill, so you look at Water Seed Beasts. You narrow your selection of Seed Beasts down to three choices: Dakkon-Q, Froggress, and Ginugon. All three of these Seed Beasts have an Evolution Power of four. The Dakkon-Q is a different species and genus from your Ginuba, so if you merge the two beasts, the newborn gains only those initial four Evolution Points. The Froggress is the same genus as the Ginuba, but a different species. Because the Froggress has an Evolution Power of four and its genus matches the Ginuba's genus, the newborn gains five Evolution Points (the original four plus one for matching genus). Finally the Ginugon is from the same Slimy genus and Slimich species as your Ginuba. Because the species and genus of the Seed Beast and merged beast match, the newborn gains six Evolution Points (the original four plus one for matching genus and one for matching species).

Ginuba + Dakkon-Q: 4 Evolution Power + 0 Genus Match + 0 Species Match = 4 Evolution Points Gained

Ginuba + Froggress: (Evolution Power) 4 + (Genus Match) 1 + (Species Match) 0 = 5 Evolution Points Gained

Ginuba + Ginugon: 4 Evolution Power + 1 Genus Match + 1 Species Match = 6 Evolution Points Gained

There's one other factor to consider. If you merge a beast with one of a different elemental type, one point is subtracted from the Evolution Power. Thus if you merged a Water Beast with a Fire Beast with an Evolution Power of three, the newborn would only gain two Evolution Points.

Your Divine Beasts evolve during combat. There is a chance that they will evolve one level if their levels are high enough. The level required for an Evolution varies a great deal, and there's no guarantee that a Divine Beast will evolve right away.



Seed Beasts

The following is a list of all of the Seed Beasts found in *Jade Cocoon 2*.

Seed Beasts							
Name	Level	Element	Genus	Evolution Power	Stud Fee	Skill	Ability
Cheep	D	Wind	Alco	2	100Y	Dark Shot (D)	Speed Up 1
Spikebee	D	Wind	Bug	2	100Y	Poison Cloud (D)	Strength Up 1
Agit	D	Wind	Alco	2	100Y	Leif Killer (D)	Leif Killer
Kilgilth	D	Wind	Bug	2	100Y	Maltis (D)	Spirit Up 1
Helibuzz	D	Wind	Alco	2	100Y	Ad Slahm (D)	Wind Power
Spikestar	D	Wind	Bug	2	100Y	Samakis (D)	Precocious
Peepr	C	Wind	Alco	3	300Y	Dark Attack (C)	Speed Up 2
Baulboa	C	Wind	Ku	3	300Y	Stun Hit (C)	Wind Power
Nilgilth	C	Wind	Bug	3	300Y	Maltia (C)	Gara Killer
Nilibuzz	C	Wind	Alco	3	300Y	Ad Slahn (C)	Magic Talent
Barndreg	C	Wind	Ku	3	300Y	Sagulth (C)	Resist Earth
Mothmanti	B	Wind	Bug	3	800Y	Poison Mist (B)	Strength Up 2
Skalco	B	Wind	Alco	3	800Y	Derange (B)	Change Talent
Pataronga	B	Wind	Bug	3	800Y	Maltiana (B)	Spirit Up 2
Papillone	B	Wind	Bug	3	800Y	Samakia (B)	Resist Earth
Helskelter	B	Wind	Og	3	800Y	Ad Roqua (B)	Resurrect
Rutide	B	Wind	Ku	3	800Y	Sapiath (B)	Magic Talent
Clalco	A	Wind	Alco	4	2,000Y	Dark Crash (A)	Speed Up 3
Bauwerl	A	Wind	Ku	4	2,000Y	Stun Shot (A)	Vitality Up 1
Ronga-Ronga	A	Wind	Bug	4	2,000Y	Maldiard (A)	Spirit Up 3
Gojet	A	Wind	Alco	4	2,000Y	Ad Slahnit (A)	Anti-MP Drain
Bladreg	A	Wind	Ku	4	2,000Y	Saguriana (A)	MP Recovery
Kataimel	S	Wind	Bug	4	4,800Y	Poison Storm (S)	Strength Up 3
Kakabone	S	Wind	Alco	4	4,800Y	Total Loss (S)	Change Talent
Niwerl	S	Wind	Ku	4	4,800Y	Stun Attack (S)	Late Bloomer
Mamern	S	Wind	Bug	4	4,800Y	Samakilna (S)	HP Recovery
Wellern	S	Wind	Og	4	4,800Y	Ad Roquide (S)	Larvalize
Drabern	S	Wind	Mau	4	4,800Y	Saskand (S)	Resist Death
Lugadreg	S	Wind	Ku	4	4,800Y	Sapiate (S)	Guts
Earina	S	Wind	Mau	4	4,800Y	Sadoon (S)	Sleep X
Geloper	D	Water	Slimy	2	100Y	Power Snatch (D)	Anti-Critical
Angler	D	Water	Na	2	100Y	Psycho Shot (D)	Bug Killer
Tomakana	D	Water	Na	2	100Y	Skill Break (D)	Precocious
Q	D	Water	Na	2	100Y	Vahlis (D)	Wisdom Up 1
Chamelemon	D	Water	Slimy	2	100Y	Vargis (D)	MP Up 1
Ginui	D	Water	Slimy	2	100Y	Medinis (D)	Guts
Niloper	C	Water	Slimy	3	300Y	Power Steal (C)	Magic Talent
Walbeckon	C	Water	Gara	3	300Y	Life Snatch (C)	Resist Stun
Nu-Q	C	Water	Na	3	300Y	Vahlia (C)	Water Power
Ninui	C	Water	Slimy	3	300Y	Medinia (C)	Water Power

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Seed Beasts (continued)

Name	Level	Element	Genus	Evolution Power	Stud Fee	Skill	Ability
Garalanth	C	Water	Gara	3	300Y	Selahm (C)	Vitality Up 1
Anglorg	B	Water	Na	3	800Y	Psycho Attack (B)	Alco Killer
Pokeyfish	B	Water	Na	3	800Y	Skill Hold (B)	HP Recovery
Skalcone	B	Water	Alco	3	800Y	Life Attack (B)	Resist Blind
Geso-Q	B	Water	Na	3	800Y	Vahliluna (B)	Wisdom Up 2
Yo-Yo	B	Water	Slimy	3	800Y	Yarga (B)	MP Up 2
Bogimbo	B	Water	Leif	3	800Y	Limena (B)	Resist Sleep
Fangnagin	B	Water	Leif	3	800Y	Tishous (B)	Anti-MP Drain
Froggess	A	Water	Slimy	4	2,000Y	Power Drain (A)	Water Power
Bladetail	A	Water	Gara	4	2,000Y	Psycho Snatch (A)	Resist Poison
Slugalanth	A	Water	Gara	4	2,000Y	Life Steal (A)	Petrify Guard
Dakkon-Q	A	Water	Na	4	2,000Y	Vahludide (A)	Wisdom Up 3
Ginugon	A	Water	Slimy	4	2,000Y	Medinite (A)	Resist Wind
Garalhorn	A	Water	Gara	4	2,000Y	Selahmnis (A)	Vitality Up 2
Magender	A	Water	Bug	4	2,000Y	Adia (A)	Resist Death
Ngonga	S	Water	Na	4	4,800Y	Psycho Crash (S)	Strength Up 1
Sembone	S	Water	Na	4	4,800Y	Skill Bind (S)	Super Recover
Fangbone	S	Water	Alco	4	4,800Y	Life Crash (S)	Resurrect
Dela Yo-Yo	S	Water	Slimy	4	4,800Y	Yagiluna (S)	MP Up 3
Rage	S	Water	Leif	4	4,800Y	Limenate (S)	Confuse Guard
Niralhorn	S	Water	Gara	4	4,800Y	Selahmnite (S)	Vitality Up 3
Nigender	S	Water	Bug	4	4,800Y	Anandia (S)	Late Bloomer
Zabone	S	Water	Leif	4	4,800Y	Tishalite (S)	HP Up 1
Garala	D	Earth	Gara	2	100Y	Kiai Blast (D)	Ku Killer
Mash	D	Earth	Leif	2	100Y	Charge (D)	MP Recovery
Tama-Q	D	Earth	Gara	2	100Y	Crush (D)	HP Up 1
Helicone	D	Earth	Leif	2	100Y	Ulviz (D)	MP Up 1
Twingo	D	Earth	Gara	2	100Y	Barridis (D)	Vitality Up 1
Peanum	D	Earth	Leif	2	100Y	Ramakia (D)	Spirit Up 1
Nirala	C	Earth	Gara	3	300Y	Spirit Blast (C)	Og Killer
Nima-Q	C	Earth	Gara	3	300Y	Blast (C)	HP Up 2
Monoculus	C	Earth	Og	3	300Y	Magma (C)	Imago
Nilicone	C	Earth	Leif	3	300Y	Ulvia (C)	Earth Power
Geena	C	Earth	Slimy	3	300Y	Ragulth (C)	Wisdom Up 1
Rorr	C	Earth	Drac	3	300Y	Libarid (C)	Earth Power
Mush	B	Earth	Leif	3	800Y	Dash (B)	Drac Killer
Binoculus	B	Earth	Og	3	800Y	Mantle (B)	Resist Fire
Froggy	B	Earth	Slimy	3	800Y	Cover (B)	Resist Stun
Mayen	B	Earth	Leif	3	800Y	Ulviluna (B)	MP Up 2
Sulligan	B	Earth	Gara	3	800Y	Barridia (B)	Vitality Up 2
Navi	B	Earth	Leif	3	800Y	Ramakia (B)	Spirit Up 2

Seed Beasts (continued)

Name	Level	Element	Genus	Evolution Power	Stud Fee	Skill	Ability
Whorlie	B	Earth	Slimy	3	800Y	Lapias (B)	Resist Blind
Scorpy	A	Earth	Gara	4	2,000Y	High Spirits (A)	Anti-Critical
Rugglchu	A	Earth	Og	4	2,000Y	Life Blast (A)	Guts
Machoang	A	Earth	Na	4	2,000Y	Earth Protect (A)	Resist Poison
Majj	A	Earth	Leif	4	2,000Y	Ulvilude (A)	MP Up 3
Ela Ela	A	Earth	Leif	4	2,000Y	Ramakite (A)	Spirit Up 3
Ginunga	A	Earth	Slimy	4	2,000Y	Ragulua (A)	Resist Fire
Gigatiran	A	Earth	Drac	4	2,000Y	Libaridia (A)	Super Recover
Shroomie	S	Earth	Leif	4	4,800Y	Tackle (S)	Skill Talent
Amorg	S	Earth	Gara	4	4,800Y	Explode (S)	HP Up 3
Trinoculus	S	Earth	Og	4	4,800Y	Fossa Magna (S)	Blind X
Dumbler	S	Earth	Slimy	4	4,800Y	Protect (S)	Petrify Guard
Sulligalan	S	Earth	Gara	4	4,800Y	Barrian (S)	Vitality Up 3
Ninunga	S	Earth	Slimy	4	4,800Y	Ragulua (S)	Resist Sleep
Bigby	S	Earth	Slimy	4	4,800Y	Lapiate (S)	Confuse Guard
Mitrea	S	Earth	Mau	4	4,800Y	Mitrea (S)	Poison X
Redoble	D	Fire	Ku	2	100Y	Blast Chance (D)	Skill Talent
Nagglchu	D	Fire	Og	2	100Y	Burn Shot (D)	Strength Up 1
Getchu	D	Fire	Og	2	100Y	Area Attack (D)	HP Up 1
Tiki	D	Fire	Ku	2	100Y	Agnis (D)	Wisdom Up 1
Patadreck	D	Fire	Ku	2	100Y	Solis (D)	Speed up 1
Skaluch	D	Fire	Og	2	100Y	Ad Muhls (D)	Fire Power
Nigglechu	C	Fire	Og	3	300Y	Burn Attack (C)	Strength Up 2
Nitchu	C	Fire	Og	3	300Y	Sonic Boom (C)	HP Up 2
Sandsparrow	C	Fire	Alco	3	300Y	Lightning Hit (C)	Na Killer
Niki	C	Fire	Ku	3	300Y	Agnia (C)	Fire Power
Gelapper	C	Fire	Bug	3	300Y	Fobarid (C)	Precocious
Eyeshroom	C	Fire	Leif	3	300Y	Vritra (C)	Guts
Mardreck	B	Fire	Ku	3	800Y	Stroke Chance (B)	Berserk
Skuimel	B	Fire	Bug	3	800Y	Desperado Hit (B)	Skill Talent
Dongle	B	Fire	Drac	3	800Y	Limit Break (B)	Imago
Tiral	B	Fire	Ku	3	800Y	Agnite (B)	Wisdom Up 2
Radreck	B	Fire	Ku	3	800Y	Solia (B)	Speed Up 2
Skalchu	B	Fire	Og	3	800Y	Ad Muhlia (B)	Resist Water
Knucklchu	A	Fire	Og	4	2,000Y	Burn Crash (A)	Strength Up 3
Sandhawk	A	Fire	Alco	4	2,000Y	Comet Strike (A)	Mau Killer
Chamiluna	A	Fire	Mau	4	2,000Y	Skewer (A)	Slimy Killer
Giralooza	A	Fire	Ku	4	2,000Y	Agniagna (A)	Wisdom Up 3
Paradrager	A	Fire	Ku	4	2,000Y	Soldona (A)	Speed Up 3
Mamagamma	A	Fire	Bug	4	2,000Y	Fobarina (A)	Spirit Up 1
Blumen	S	Fire	Ku	4	4,800Y	Killer Chance (S)	Berserk
Dela Getchu	S	Fire	Og	4	4,800Y	Shockwave (S)	HP Up 3
Volkaiser	S	Fire	Bug	4	4,800Y	Kamikaze Hit (S)	MP Up 1
Nildrager	S	Fire	Ku	4	4,800Y	Soldote (S)	Stun X
Devilchu	S	Fire	Og	4	4,800Y	Ad Mumarnite (S)	Larvalize

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Divine Bestiary

Divine Beast Evolution Chart

As your Divine Beasts merge in the Room of Life, they evolve into stronger versions. The following tables divide all the Divine Beasts by genus and show how they evolve throughout the game.



Alco Genus

Larval	Basic	Evolved	Most Evolved
Skalcoch	Agit	Skalco	Kakabone
Alcoch	Cheep	Hoho	Claclo
Mechalcoch	Helibuzz	Brollopelan	Gojet
Dethalcoch	Chineye	Skalcone	Fangbone
Dejolcoch	Sandsparrow	Sandowl	Sandhawk

Bug Genus

Larval	Basic	Evolved	Most Evolved
Bugich	Spikebee	Mothmanti	Kataimel
Lybugich	Kilgilth	Pataronga	Ronga-Ronga
Yagobugich	Spikestar	Papillone	Mamern
Dykbugich	Mothpi	Lupienne	Magender
Chinbugich	Ryder	Fryder	Vitturi
Demabugich	Redeyes	Skuimel	Volkaiser
Devibugich	Gelapper	Railler	Mamagamma



Drac Genus

Larval	Basic	Evolved	Most Evolved
Dondrackich	Dongly	Dongle	Dogluga
Drackich	Spirally	Spiraler	Spiralon
Allodrackich	Rorr	Rynos	Gigatiran
Dicedrackich	Kesselon	Passelon	Reylon
Degadrackich	Rorrula	Dulga	Tilladoga



Gara Genus

Larval	Basic	Evolved	Most Evolved
Ganicarach	Twingo	Sulligan	Sulligalan
Slithicarach	Garala	Fangbler	Scorpy
Carach	Tama-Q	Wiggler	Amorg
Ogrecarach	Balta	Baltani	Zaribaluta
Whiskercarach	Nushambler	Rashambler	Bula-Bula
Dicarach	Walbeckon	Zareen	Sulligalanth
Delocarach	Fangrotrope	Shabragabra	Bladetail
Decocarach	Garalanth	Garanuth	Garalhorn



Ku Genus

Larval	Basic	Evolved	Most Evolved
Vordrech	Redoble	Mardreck	Blumen
Brech	Patadreck	Radreck	Paradrager
Tikidrech	Tiki	Tiral	Giralooza
Denodrech	Baulboa	Bonedreg	Bauwerl
Deadrech	Barndreg	Flaredreg	Bladreg
Didrech	Lutica	Rutide	Lugadreg
Raindrech	Aquadreg	Seadreg	Shambuga



Leif Genus

Larval	Basic	Evolved	Most Evolved
Holeifich	Mash	Mush	Shroomie
Leifich	Helicone	Mayen	Majj
Seedleifich	Peanum	Navi	Ela Ela
Disaleifich	Cabeller	Bogimbo	Rage
Derleifich	Flybeans	Fangnagin	Zabone
Deuleifich	Eyeshroom	Hambulancer	Casadero



Mau Genus

Larval	Basic	Evolved	Most Evolved
Tamatoch	Walpon	Drapon	Delapon
Kamatoch	Heehaw	Heehawhaw	Heehaw Heehaw
Toch	Earra	Earna	Earina
Demitoch	Dramu	Dratma	Drabern
Detotoch	Kamagera	Berogera	Decagera
Degnatoch	Chammy	Chamina	Chamiluna



Na Genus

Larval	Basic	Evolved	Most Evolved
Gabnach	Angler	Anglorg	Ngonga
Nach	Tomakana	Pokeyfish	Sembone
Muchinach	Q	Geso-Q	Dakkon-Q
Detinach	Spikeyfish	Fishygear	Dumbler
Dicenach	Angoo	Gabulla	Machoang
Desonach	Tar-Q	Swarm	Venazula



Og Genus

Larval	Basic	Evolved	Most Evolved
Luch	Nagglchu	Bokklchu	Knucklchu
Heluch	Skaluch	Skalchu	Devilchu
Geraluch	Getchu	Wantchu	Dela Getchu
Dethluch	Dethagiller	Helskelter	Wellern
Devaluch	Luorchu	Roddlchu	Rugglchu
Demeluch	Monoculus	Binoculus	Trinoculus



Slimy Genus

Larval	Basic	Evolved	Most Evolved
Slimich	Ginui	Ginuba	Ginugon
Ribbetslimich	Geloper	Ribbebat	Froggess
Slurpslimich	Chamelemon	Yo-Yo	Dela Yo-Yo
Difslimich	Geena	Ginubeat	Ginunga
Divoslimich	Urpslurp	Froggy	Ribbeton
Depslimich	Tarbeslurp	Whorlie	Bigby



Divine Beast Comparative Stat Tables

The following tables group all of the Divine Beasts by genus. All Divine Beasts have parameters that increase as they level up, merge, or when you use items. The stats listed in this table are for comparison purposes only. Each rating is based on that monster versus all others in the game. The higher the number, the better that beast is in that parameter. The "growth rate" shows how quickly a Divine Beast will grow by gaining experience in combat. A normal growth rate is 100 percent. Those creatures with 80 or 90 percent growth rates require less experience to level than other Divine Beasts. Use this data to choose Divine Beasts for your team and determine what roles they should play.

Legend

HP	Hit Points
MP	Magic Points
Str.	Strength
Def.	Defense
Wis.	Wisdom
Spr.	Spirit
Spd.	Speed

Alco Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Agit	Wind	Basic	6	3	5	3	4	5	7	100%
Alcoch	Wind	Larval	4	2	4	2	3	3	6	90%
Brollopelan	Wind	Evolved	5	5	4	3	6	5	9	90%
Cheep	Wind	Basic	5	3	5	2	4	4	7	90%
Chineye	Water	Basic	5	3	5	3	4	4	6	100%
Claclo	Wind	Most Evolved	8	5	6	3	7	6	10	90%
Dejolcoch	Fire	Larval	4	2	4	2	3	3	5	90%
Dethalcoch	Water	Larval	4	2	4	2	3	3	5	100%
Fangbone	Water	Most Evolved	8	5	6	4	6	5	9	100%
Gojet	Wind	Most Evolved	6	6	5	3	8	6	10	90%
Helibuzz	Wind	Basic	4	4	4	2	5	4	7	90%
Hoho	Wind	Evolved	6	4	6	3	5	5	9	90%
Kakabone	Wind	Most Evolved	9	5	6	5	6	6	10	100%
Mechalcoch	Wind	Larval	3	3	3	2	4	3	6	90%
Sandhawk	Fire	Most Evolved	8	5	7	3	7	6	9	90%
Sandowl	Fire	Evolved	6	4	6	3	5	5	8	90%
Sandsparrow	Fire	Basic	5	3	5	2	4	4	6	90%
Skalco	Wind	Evolved	8	4	5	4	5	5	8	100%
Skalcoch	Wind	Larval	5	2	4	3	3	4	5	100%
Skalccone	Water	Evolved	7	4	5	3	5	5	7	100%

Bug Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Bugich	Wind	Larval	2	4	4	2	2	4	5	90%
Chinbugich	Earth	Larval	2	4	3	2	4	4	5	90%
Demabugich	Fire	Larval	2	4	5	2	2	4	4	90%
Devibugich	Fire	Larval	2	4	3	2	5	4	4	90%
Dykbugich	Water	Larval	1	4	3	1	3	3	4	80%
Fryder	Earth	Evolved	4	7	4	3	7	6	7	90%
Gelapper	Fire	Basic	3	5	3	2	6	5	5	90%
Kataimel	Wind	Most Evolved	5	8	7	3	5	7	9	90%
Kilgilth	Wind	Basic	3	5	3	2	5	5	6	90%
Lupienne	Water	Evolved	3	7	5	2	5	5	6	80%
Lybugich	Wind	Larval	2	4	3	2	4	4	5	90%
Magender	Water	Most Evolved	4	8	5	2	6	5	8	80%
Mamagamma	Fire	Most Evolved	5	8	5	3	9	7	8	90%
Mamern	Wind	Most Evolved	5	8	5	3	6	6	9	80%
Mothmanti	Wind	Evolved	4	7	6	3	4	6	7	90%
Mothpi	Water	Basic	2	5	4	2	4	4	5	80%
Papillone	Wind	Evolved	4	7	5	3	5	5	7	80%
Pataronga	Wind	Evolved	4	7	4	3	7	6	7	90%
Railler	Fire	Evolved	4	7	4	3	8	6	6	90%
Redeyes	Fire	Basic	3	5	6	2	3	5	5	90%
Ronga-Ronga	Wind	Most Evolved	5	8	5	3	8	7	9	90%
Ryder	Earth	Basic	3	5	3	2	5	5	6	90%
Skuimel	Fire	Evolved	4	7	7	3	4	6	6	90%
Spikebee	Wind	Basic	3	5	5	2	3	5	6	90%
Spikestar	Wind	Basic	3	5	4	2	4	4	6	80%
Vitturi	Earth	Most Evolved	5	8	5	3	8	7	9	90%
Volkaiser	Fire	Most Evolved	5	8	8	3	5	7	8	90%
Yagobugich	Wind	Larval	2	4	3	2	3	4	5	80%

Drac Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Allodrackich	Wind	Larval	5	3	4	4	4	4	3	100%
Degadrackich	Wind	Larval	4	3	4	4	4	4	3	100%
Dicedrackich	Earth	Larval	4	3	4	4	4	4	3	100%
Dogluga	Fire	Most Evolved	9	7	9	6	9	6	5	100%
Dondrackich	Fire	Larval	4	3	5	4	4	4	3	100%
Dongle	Fire	Evolved	7	6	7	5	7	5	4	100%
Dongly	Fire	Basic	6	4	6	5	6	5	3	100%
Drackich	Water	Larval	3	3	4	3	4	3	3	100%
Dulga	Wind	Evolved	7	6	7	5	7	5	5	100%
Gigatiran	Wind	Most Evolved	10	7	8	7	9	7	5	100%
Kesselon	Earth	Basic	6	4	6	5	6	5	4	100%

Drac Genus (continued)

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Passelon	Earth	Evolved	7	6	7	5	7	5	5	100%
Reylon	Earth	Most Evolved	9	7	8	6	9	6	6	100%
Rorr	Wind	Basic	7	4	6	5	6	5	3	100%
Rorrula	Wind	Basic	6	4	6	5	6	5	4	100%
Ryunos	Wind	Evolved	8	6	7	6	7	6	4	100%
Spiraler	Water	Evolved	6	6	7	5	7	5	4	100%
Spirally	Water	Basic	5	4	6	4	6	4	3	100%
Spiralon	Water	Most Evolved	8	7	8	5	9	5	5	100%
Tilladoga	Wind	Most Evolved	9	7	8	6	9	6	6	100%

Gara Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Amorg	Earth	Most Evolved	10	6	5	9	4	7	3	80%
Balta	Fire	Basic	7	4	4	7	4	5	3	100%
Baltani	Fire	Evolved	8	5	4	9	6	6	4	100%
Bladetail	Wind	Most Evolved	6	7	7	9	5	5	3	90%
Bula-Bula	Fire	Most Evolved	9	7	7	9	5	6	3	90%
Carach	Earth	Larval	5	3	3	5	1	4	2	80%
Decocarach	Wind	Larval	4	3	3	4	1	3	2	80%
Delocarach	Wind	Larval	3	3	4	5	2	3	2	90%
Dicarach	Wind	Larval	3	3	3	5	3	3	2	100%
Fangbler	Earth	Evolved	7	6	6	8	4	6	3	90%
Fangrotrope	Wind	Basic	4	5	5	6	3	3	2	90%
Ganicarach	Earth	Larval	5	3	3	6	3	4	2	100%
Garala	Earth	Basic	6	5	5	6	3	5	2	90%
Garalanth	Wind	Basic	5	4	4	5	2	4	2	80%
Garalhorn	Wind	Most Evolved	8	6	5	7	4	5	3	80%
Garanuth	Wind	Evolved	6	5	5	6	3	4	3	80%
Nushambler	Fire	Basic	6	5	5	6	3	5	2	90%
Ogreacarach	Fire	Larval	5	3	3	6	3	4	2	100%
Rashambler	Fire	Evolved	7	6	6	8	4	6	3	90%
Scorpy	Earth	Most Evolved	9	7	7	9	5	6	3	90%
Shabragabra	Wind	Evolved	5	6	6	8	4	4	3	90%
Slithicarach	Earth	Larval	4	3	4	5	2	4	2	90%
Sulligalan	Earth	Most Evolved	10	6	5	10	7	7	5	100%
Sulligalanth	Wind	Most Evolved	8	6	5	8	7	5	5	100%
Sulligan	Earth	Evolved	8	5	4	9	6	6	4	100%
Tama-Q	Earth	Basic	7	4	4	6	2	5	2	80%

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Gara Genus (continued)

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Twingo	Earth	Basic	7	4	4	7	4	5	3	100%
Walbeckon	Wind	Basic	5	4	4	6	4	4	3	100%
Whiskercarach	Fire	Larval	4	3	4	5	2	4	2	90%
Wriggler	Earth	Evolved	8	5	5	8	3	6	3	80%
Zareen	Wind	Evolved	6	5	4	7	6	4	4	100%
Zaribaluta	Fire	Most Evolved	10	6	5	10	7	7	5	100%

Ku Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Aquadreg	Water	Basic	4	4	4	3	6	3	6	90%
Barndreg	Wind	Basic	4	4	4	3	5	3	7	90%
Baulboa	Wind	Basic	4	4	5	4	5	4	6	100%
Bauwerl	Wind	Most Evolved	7	7	7	5	8	5	9	100%
Bladreg	Wind	Most Evolved	6	6	6	4	8	5	10	90%
Blumen	Fire	Most Evolved	7	7	8	5	8	5	8	100%
Bonedreg	Wind	Evolved	6	6	6	4	6	4	8	100%
Brech	Fire	Larval	3	3	3	2	4	3	5	90%
Deadrech	Wind	Larval	3	3	3	2	4	2	5	90%
Denodrech	Wind	Larval	3	3	4	3	3	3	5	100%
Didrech	Wind	Larval	3	3	3	3	4	3	4	80%
Flaredreg	Wind	Evolved	5	5	5	4	6	4	8	90%
Giralooza	Fire	Most Evolved	6	6	6	5	9	5	7	80%
Lugadreg	Wind	Most Evolved	6	6	6	5	8	5	8	80%
Lutica	Wind	Basic	4	4	4	3	5	3	6	80%
Mardreck	Fire	Evolved	6	6	7	4	6	4	7	100%
Paradrager	Fire	Most Evolved	6	6	6	4	9	5	9	90%
Patareck	Fire	Basic	4	4	4	3	6	3	6	90%
Radreck	Fire	Evolved	5	5	5	4	7	4	7	90%
Raindrech	Water	Larval	3	3	3	2	4	3	5	90%
Redoble	Fire	Basic	4	4	6	4	5	4	6	100%
Rutide	Wind	Evolved	5	5	5	4	6	4	7	80%
Seadreg	Water	Evolved	5	5	5	4	7	4	7	90%
Shambuga	Water	Most Evolved	6	6	6	4	9	5	9	90%
Tiki	Fire	Basic	4	4	4	3	6	3	5	80%
Tikidrech	Fire	Larval	3	3	3	3	4	3	4	80%
Tiral	Fire	Evolved	5	5	5	4	7	4	6	80%
Vordrech	Fire	Larval	3	3	5	3	3	3	4	100%

Leif Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Bogimbo	Water	Evolved	4	7	3	4	6	7	3	90%
Cabeller	Water	Basic	3	5	3	4	5	6	2	90%
Casadero	Fire	Most Evolved	7	9	8	6	5	9	4	100%

Leif Genus (continued)

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Derleifich	Earth	Larval	3	4	3	3	3	4	1	80%
Deuleifich	Fire	Larval	3	4	4	4	2	5	2	100%
Disaleifich	Water	Larval	2	4	2	3	4	4	2	90%
Ela Ela	Earth	Most Evolved	8	8	5	7	6	9	2	80%
Eyeshroom	Fire	Basic	4	6	6	5	3	6	2	100%
Fangnagin	Earth	Evolved	5	6	4	4	5	6	2	80%
Flybeans	Earth	Basic	4	5	3	4	4	5	1	80%
Hambulancer	Fire	Evolved	6	7	7	5	4	8	3	100%
Helicone	Earth	Basic	5	5	3	5	5	7	2	90%
Holeifich	Earth	Larval	4	4	4	4	2	6	2	100%
Leifich	Earth	Larval	4	4	2	4	4	5	2	90%
Majj	Earth	Most Evolved	8	8	4	7	8	10	3	90%
Mash	Earth	Basic	5	6	5	5	3	7	2	100%
Mayen	Earth	Evolved	6	7	3	6	6	8	3	90%
Mush	Earth	Evolved	7	7	6	6	4	9	3	100%
Navi	Earth	Evolved	7	6	4	6	5	8	2	80%
Peanum	Earth	Basic	5	5	3	5	4	6	1	80%
Rage	Water	Most Evolved	5	8	4	5	8	8	3	90%
Seedleifich	Earth	Larval	4	4	3	4	3	5	1	80%
Shroomie	Earth	Most Evolved	8	9	7	7	5	10	4	100%
Zabone	Earth	Most Evolved	6	8	5	5	6	7	2	80%

Mau Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Berogera	Water	Evolved	6	5	5	6	5	6	6	90%
Chamiluna	Water	Most Evolved	6	6	7	6	7	6	8	90%
Chamina	Water	Evolved	5	5	6	5	5	5	6	90%
Chammy	Water	Basic	4	4	5	4	4	4	5	90%
Decagera	Water	Most Evolved	8	6	6	7	7	7	8	90%
Degnatoch	Water	Larval	3	3	4	3	3	3	4	90%
Delapon	Fire	Most Evolved	7	7	7	6	7	6	8	100%
Demitoch	Wind	Larval	3	3	4	4	3	4	5	100%
Detotoch	Water	Larval	4	3	3	4	3	4	4	90%
Drabern	Wind	Most Evolved	7	7	6	6	7	6	9	100%
Dramu	Wind	Basic	4	4	5	5	4	5	6	100%
Drapon	Fire	Evolved	6	6	6	5	6	5	7	100%
Dratma	Wind	Evolved	6	6	5	5	6	5	8	100%
Earina	Wind	Most Evolved	6	6	6	6	7	6	9	90%
Earna	Wind	Evolved	5	5	5	5	5	5	7	90%

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Mau Genus (continued)

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Earra	Wind	Basic	4	4	4	4	4	4	6	90%
Heehaw	Earth	Basic	5	4	4	5	4	5	5	90%
Heehaw Heehaw	Earth	Most Evolved	8	6	6	7	7	7	8	90%
Heehawhaw	Earth	Evolved	6	5	5	6	5	6	6	90%
Kamagera	Water	Basic	5	4	4	5	4	5	5	90%
Kamatoch	Earth	Larval	4	3	3	4	3	4	4	90%
Tamatoch	Fire	Larval	3	3	4	4	3	4	4	100%
Toch	Wind	Larval	3	3	3	3	3	3	5	90%
Walpon	Fire	Basic	4	4	5	5	4	5	6	100%

Na Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Angler	Water	Basic	4	4	6	4	4	4	3	100%
Anglorg	Water	Evolved	5	5	7	4	6	5	4	100%
Angoo	Earth	Basic	6	4	6	5	4	6	3	100%
Dakkon-Q	Water	Most Evolved	5	6	5	4	10	6	5	90%
Desonach	Earth	Larval	4	3	3	3	5	5	2	90%
Detinach	Wind	Larval	3	3	3	3	3	4	4	80%
Dicenach	Earth	Larval	4	3	4	4	3	4	3	100%
Dumbler	Wind	Most Evolved	7	6	5	5	6	7	7	80%
Fishygear	Wind	Evolved	6	5	5	5	5	6	6	80%
Gabnach	Water	Larval	3	3	4	3	3	3	3	100%
Gabulla	Earth	Evolved	7	5	7	6	6	7	4	100%
Geso-Q	Water	Evolved	4	5	4	3	8	6	4	90%
Machoang	Earth	Most Evolved	9	6	8	7	7	8	5	100%
Muchinach	Water	Larval	2	3	3	2	5	4	2	90%
Nach	Water	Larval	2	3	3	2	3	3	4	80%
Ngonga	Water	Most Evolved	6	6	8	5	7	6	5	100%
Pokeyfish	Water	Evolved	4	5	5	3	5	5	6	80%
Q	Water	Basic	3	4	3	3	7	5	3	90%
Sembone	Water	Most Evolved	5	6	5	4	6	6	7	80%
Spikeyfish	Wind	Basic	5	4	4	4	4	5	5	80%
Swarm	Earth	Evolved	6	5	4	5	8	7	4	90%
Tar-Q	Earth	Basic	5	4	3	4	7	6	3	90%
Tomakana	Water	Basic	3	4	4	3	4	4	5	80%
Venazula	Earth	Most Evolved	8	6	5	6	10	8	5	90%

Og Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Binoculus	Earth	Evolved	7	4	7	7	5	5	4	90%
Bokklchu	Fire	Evolved	7	3	9	7	5	5	2	100%
Dela Getchu	Fire	Most Evolved	8	5	10	7	7	5	4	90%
Demeluch	Earth	Larval	4	2	5	4	3	3	2	90%
Dethagiller	Wind	Basic	6	2	5	6	5	5	3	100%
Dethluch	Wind	Larval	4	2	4	4	4	4	3	100%
Devaluch	Earth	Larval	5	2	5	5	3	4	1	100%

Og Genus (continued)

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Devilchu	Fire	Most Evolved	9	4	6	8	9	7	4	100%
Geraluch	Fire	Larval	4	2	5	4	3	3	2	90%
Getchu	Fire	Basic	5	3	7	5	4	3	3	90%
Helskelter	Wind	Evolved	7	3	5	7	7	6	4	100%
Heluch	Fire	Larval	4	2	4	4	5	4	2	100%
Knucklchu	Fire	Most Evolved	9	4	10	9	7	6	3	100%
Luch	Fire	Larval	4	2	6	5	3	3	1	100%
Luorchu	Earth	Basic	7	2	6	7	4	5	2	100%
Monoculus	Earth	Basic	6	3	6	6	4	4	3	90%
Nagglchu	Fire	Basic	6	2	7	6	4	4	2	100%
Roddlchu	Earth	Evolved	8	3	8	8	6	6	2	100%
Rugglchu	Earth	Most Evolved	10	4	9	10	7	7	3	100%
Skalchu	Fire	Evolved	7	3	5	7	8	6	3	100%
Skaluch	Fire	Basic	6	2	5	6	6	5	3	100%
Trinoculus	Earth	Most Evolved	9	5	9	8	7	6	4	90%
Wantchu	Fire	Evolved	6	4	8	6	5	4	4	90%
Wellern	Wind	Most Evolved	9	4	6	8	8	7	5	100%

Slimy Genus

Divine Beast	Element	Rank	HP	MP	Str.	Def.	Wis.	Spr.	Spd.	Growth Rate
Bigby	Earth	Most Evolved	7	9	4	6	6	8	5	80%
Chamelemon	Water	Basic	3	6	3	3	4	4	3	80%
Dela Yo-Yo	Water	Most Evolved	4	9	4	5	6	6	5	80%
Depslimich	Earth	Larval	3	5	2	4	3	4	2	80%
Difslimich	Earth	Larval	4	4	2	4	3	5	2	90%
Divoslimich	Earth	Larval	3	5	4	3	2	4	3	100%
Froggess	Water	Most Evolved	5	10	6	5	4	7	5	100%
Froggy	Earth	Evolved	5	9	5	5	3	7	5	100%
Geena	Earth	Basic	6	6	3	5	4	6	3	90%
Geloper	Water	Basic	3	7	5	4	3	5	3	100%
Ginuba	Water	Evolved	5	7	4	4	5	6	4	90%
Ginubeat	Earth	Evolved	7	7	4	6	5	7	4	90%
Ginugon	Water	Most Evolved	6	9	4	5	7	6	4	90%
Ginui	Water	Basic	4	6	3	3	4	5	3	90%
Ginunga	Earth	Most Evolved	9	9	4	6	7	8	4	90%
Ribbebat	Water	Evolved	4	9	5	4	3	6	4	100%
Ribbeton	Earth	Most Evolved	6	10	6	6	4	8	6	100%
Ribbetslimich	Water	Larval	2	5	4	3	2	4	3	100%
Slimich	Water	Larval	3	4	2	3	3	4	2	90%
Slurpslimich	Water	Larval	2	5	2	3	3	4	2	80%
Tarbeslurp	Earth	Basic	4	6	3	4	4	6	3	80%
Urpslurp	Earth	Basic	4	7	5	4	3	6	4	100%
Whorlie	Earth	Evolved	5	8	4	5	5	7	4	80%
Yo-Yo	Water	Evolved	3	8	4	4	5	5	4	80%

The Temple of Kemuel

The Lounge

You've warped into the Lounge—talk to everyone in the room. You learn that you need to get a License before you can become a BeastHunter. You also learn about the Bulletin Board where you can get jobs to earn both money and reputation points. However, you can't use the Bulletin Board until you have a License. Go to the Jade Throne Room to train for a License.

Jade Throne Room

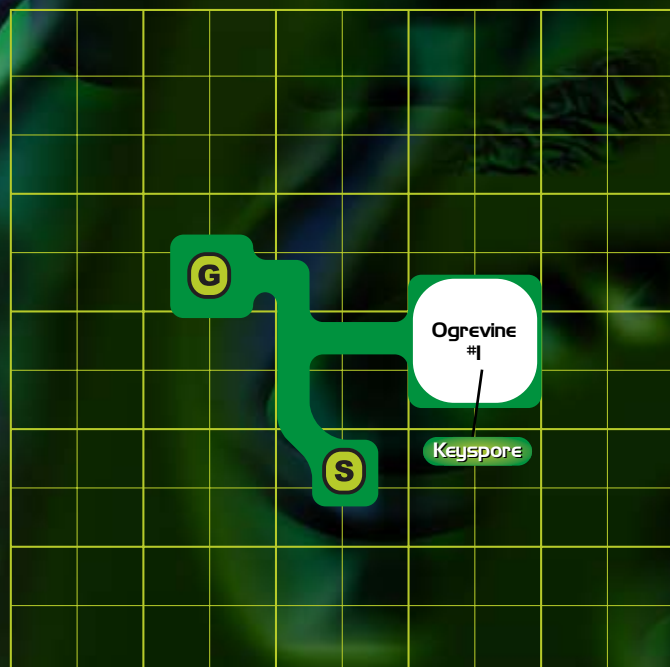


Before you can become a BeastHunter, you must have a License. Go to the Jade Throne Room and speak to Levant, the legendary Cocoon Master. It is here that you begin your training.

After speaking with Levant, you receive a BeastAmulet.

You are now ready to begin your training. Go through the Kumari Gate to reach Wormhole Forest.

Training Forest I



Follow Levant's directions to complete your training, then return to the Jade Throne Room. Now that you've completed the first part of your training, explore the rest of the Temple of Kemuel, talking to everyone as you go.

Room of Life

Take the egg you found in Training Forest 1 to the Room of Life. Talk to Ra and she will hatch the egg. Once the egg has hatched, the Divine Beast that emerges is automatically placed on the BeastAmulet. In addition to hatching and merging eggs in this room, you also learn about Seed Beasts and Divine Beasts. You can change the names of your Divine Beasts here as well.



Arena



Go through the battle training with Mu and learn the basics of battling with the Divine Beasts. Once your training is complete, Mu offers you your choice of one of three additional Divine Beasts.

Choose whichever type you prefer and it's placed on the appropriate area of your BeastAmulet.

Jade Throne Room

When you speak to Levant, you learn that to complete your training, you must make your way through Wormhole Forest and battle the instructor you find there before returning to the Jade Throne Room.



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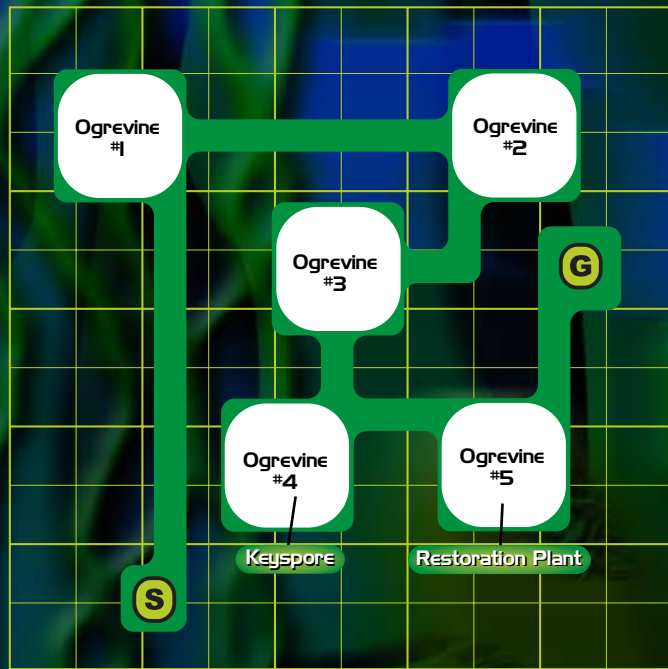
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The Temple of Kemuel

Training Forest 2



Travel through Training Forest 1 and exit through the Princessvine to reach Training Forest 2. The Princessvine is already open because you used the Keyspore you found earlier, in Training Forest 1.



Battle the Divine Beasts as you travel along the forest path. After defeating each, check the ground—some Beasts drop items that restore the HP or MP of your Divine Beasts. An exclamation point appears when you're

standing next to an item. Look for one before moving away so you don't miss anything.

NOTE

If you battle all of the Divine Beasts as you travel through Training Forest 2, you may need to replenish the MP and HP of your Divine Beasts using Mel's Liquor 1 and Mugwort.

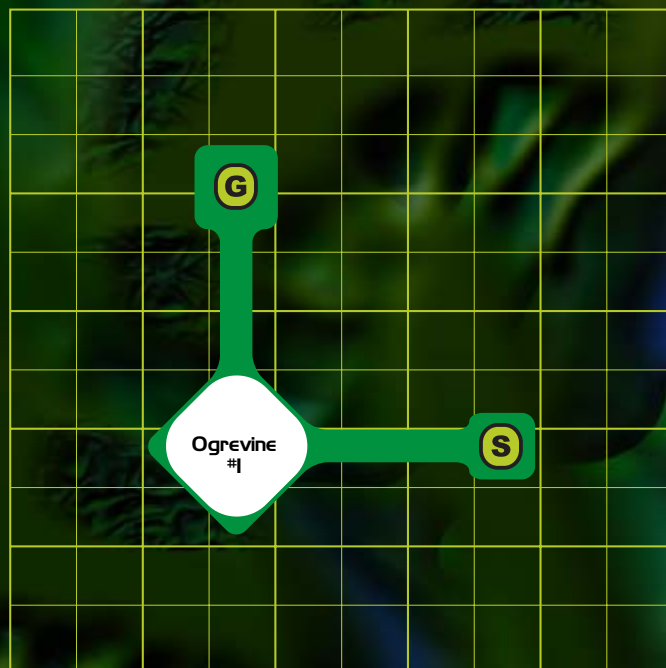


Talk to the BeastHunter in OGREVINE #4 to learn about managing mana points. Be sure to get the Keyspore in the back of the OGREVINE before venturing farther.

NOTE

Use the Health Restoring Plant found in OGREVINE #5 to fully restore the HP and MP of your Divine Beasts. This can be used only once.

Training Forest 3



The boss is actually more of a teacher who helps you train. Answer the teacher's question with "To Purify Kalma!" The teacher also informs you that Kalma look different from Divine Beasts. They can take human form, but they cannot talk. To tell the difference between the Kalma and humans, talk to everyone. A Kalma, instead of talking back, will attack instead. Be careful!





Kahu's instructor battles with two Divine Beasts. The first one increases the defense parameter of the teacher's Divine Beasts. Try using the Flame Book you found in the forest against the teacher's creatures.

Switch between Divine Beasts to give each a chance to rest and regain MP. Once you've eliminated all of the teacher's Divine Beasts, he gives up. Winning this battle increases your reputation by 10. Get the Keyspore after talking to the teacher.

Boss Fight

Before leaving Training Forest 3, Kahu is introduced to a formidable opponent: himself. The evil Kahu wants to possess Kahu's body. Kahu isn't meant to win this battle, so don't worry. After the battle, Nico arrives to explain the curse that Kahu is under. Because Kahu awakened a sleeping fairy, a curse has been placed on him. To rid himself of the curse, Kahu must clear himself of the parasite within.



Arena



Before beginning your adventure to gather the Forest Orbs, go to the Arena to train. Because your reputation has risen, you can now take an Advancement Test. If you successfully pass this test, you can

place an additional Divine Beast on your BeastAmulet.

You now have another position available on your BeastAmulet, but you need to get a Divine Beast Egg to hatch first. Once you have found a Divine Beast Egg, return to the Room of Life to hatch the egg and add the new beast to your BeastAmulet. The more Divine Beasts you have, the more successful you will be in your quest to free Kahu from the dreaded curse.

NOTE

Advancement Tests are not easy. It is a good idea to wait until your Divine Beasts are strong enough to easily pass the test rather than jumping into one when they're too weak.

Lounge

Go to the Lounge and check the Bulletin Board. You may find a job you can take to earn more reputation points and money. Choose your jobs carefully. If you can't complete the job, you lose reputation points. After completing a job, return to the Lounge and speak to the BeastHunter to the right of the Bulletin Board for your reward.



Jade Throne Room



When Kahu returns to the Jade Throne Room, the true story of his quest is revealed. Kahu has become a human parasite and an ugly ogre is hiding in his heart! Kahu must remove the parasite before he becomes a

Kalma. He can remove it by using Dark Summoning, which requires the Forest Orbs of Fire, Wind, Water, and Earth. These Orbs can open the door of space-time. Then, Levant can play the Dark Lute to pull the Kalma from Kahu.



Kikinak & Co.



With the money you earned from the Advancement Test, you can buy items you will need in your travels. Sometimes eggs can be purchased. Because you have a third spot open on your BeastAmulet, spend the 100Y to buy an egg and add it to your BeastAmulet.

NOTE

If the Mugwort job was posted on the Bulletin Board, take it and complete it before buying a Divine Beast Egg. You have just enough money to complete the job by buying Mugworts from Kikinak & Co., and the reward for the job doubles your money.



You can store unneeded items at the Warehouse on the left of Kikinak & Co. Store any extra items in the Warehouse after venturing, so you'll have room for more. Withdraw the items later when you need them for adventuring or to complete a job.

Throne Room

Once you have returned to the Room of Life, hatched the egg, and added it to your Beast Amulet, you're ready to venture into the forests. Return to the Jade Throne Room and begin the adventure.

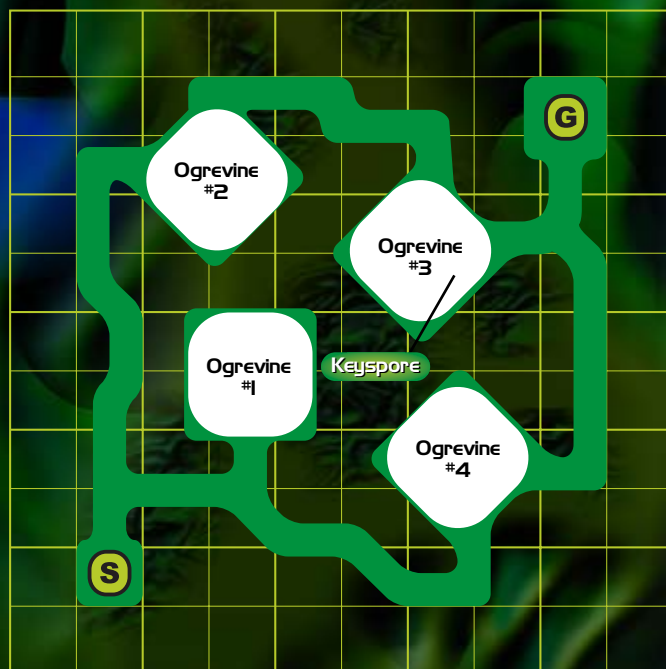


Save your game and exit the Temple of Kemuel. You can choose to enter any of the four forests, although the Wind Forest is easiest and should be your first destination.



Wind Forest I

Wind Bound I



Divine Beasts

Cheep

Kilgith

Alco's Are Divine (Ogrevine #2)



Talk to the BeastHunter in Ogrevine #2 and he tells you about Alco Divine Beasts. After speaking with him, you get the HP Back Book.

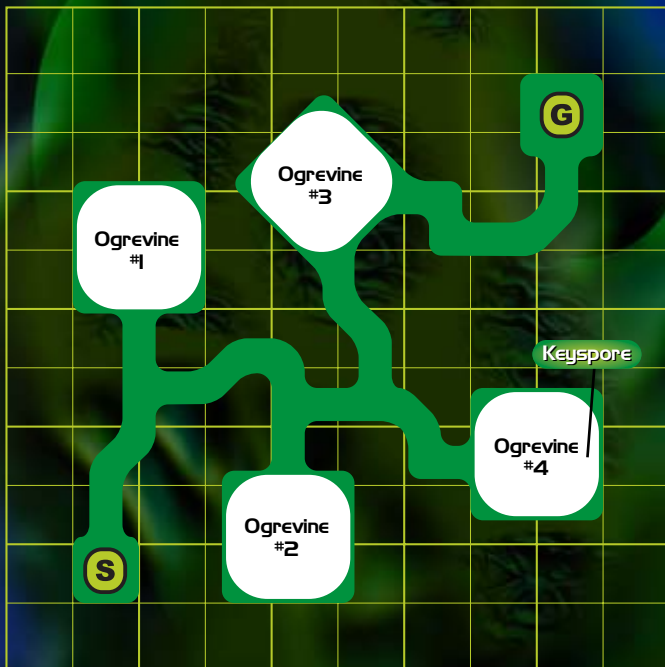
The Absent-Minded Professor (Ogrevine #3)

Poor Gil has lost his notebook and all of his research. Luckily, Kahu has a keen eye for such things, and Gil soon has his notebook back. Gil is studying forest research and searching for the Wind Orb. Anxious to do research on Kahu's tail, Gil vows to find the Wind



Orb first, stopping Kahu from getting rid of his tail. Pick up the Keyspore after speaking with Gil and head for the Princessvine.

Wind Bound 2



Divine Beasts

Kilgilth
Cheepr

Kalma Battle

Kilgilth

Sokoban the Warehouse Man (Ogrevine #3)

Want to stash some of your items? See Sokoban in Ogrevine #3. Your backpack can't hold much right now, so store anything you don't absolutely need.



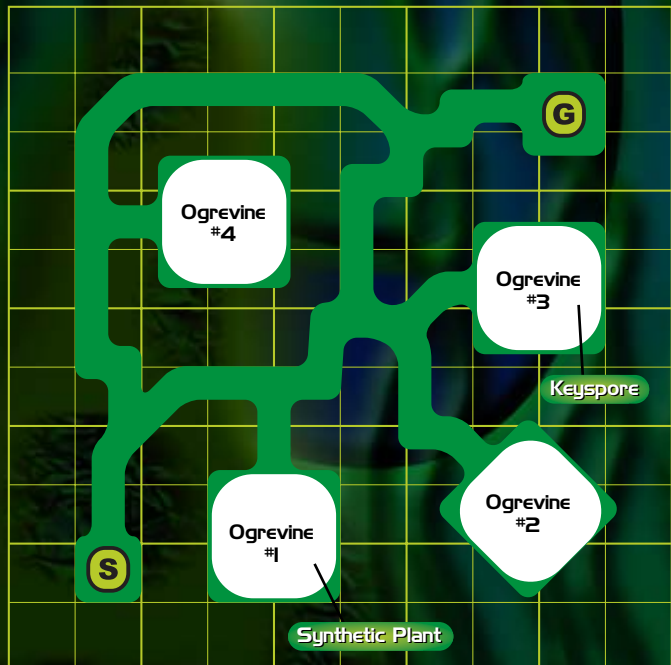
Mau BeastHunter (Ogrevine #4)



A Mau BeastHunter would love to test you in battle. If you feel up to it, accept the BeastHunter's challenge. Each time his creatures cast Ramakis, their defense parameters increase. It's a pretty easy battle. Use all

your Divine Beasts' resources to defeat the BeastHunter. The Mau Medal is your reward. After the battle, pick up the Keyspore and exit this level through the Princessvine.

Wind Bound 3



Divine Beasts

Spikestar
Spikebee

Kalma Battle

Spikebee



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Wind Forest I

Make a New Item (Ogrevine #1)



Inside Ogrevine #1 is a Synthetic Plant. It swallows two items, then spits a new item back out. Use these plants to create items you may need on your travels. What you get is random, but it's worth fooling

around with. You can get some really great items if you're lucky.

Still Getting Nowhere (Ogrevine #3)

Gil hasn't made much headway with his research. In fact, he's made no headway at all. Pick up the Keyspore after speaking with him.



NOTE

By now, your Divine Beasts may be ready to merge. Creatures can merge at any time after reaching level 15. You may want to return to the Temple now and boost your beasts' skills. Save before moving on to Wind Bound 4.

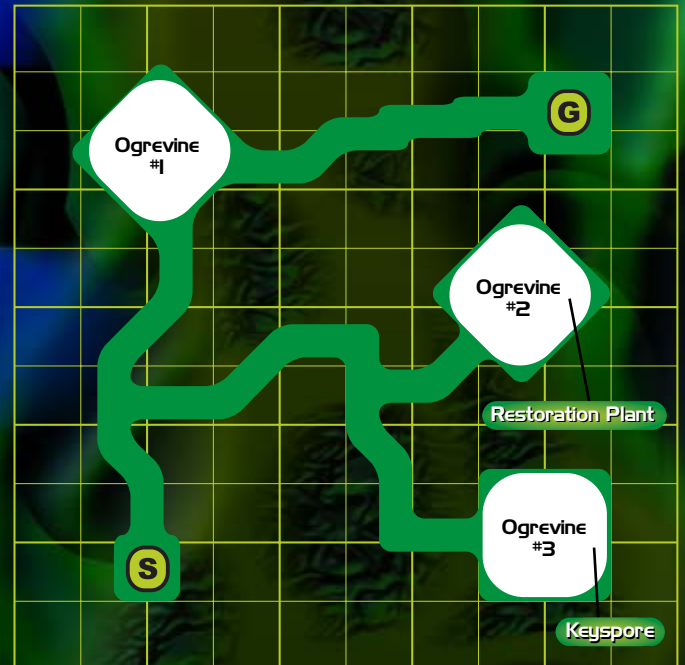
Wind Bound 4

Divine Beasts

Spikebee
Spikestar
Agit

Kalma Battle

Agit



A Refreshing Stop (Ogrevine #2)



Before moving on to Ogrevine #3 where the Boss awaits, take advantage of the HP/MP Restoration Plant in Ogrevine #2.

Boss Fight-Manem (Ogrevine #3)

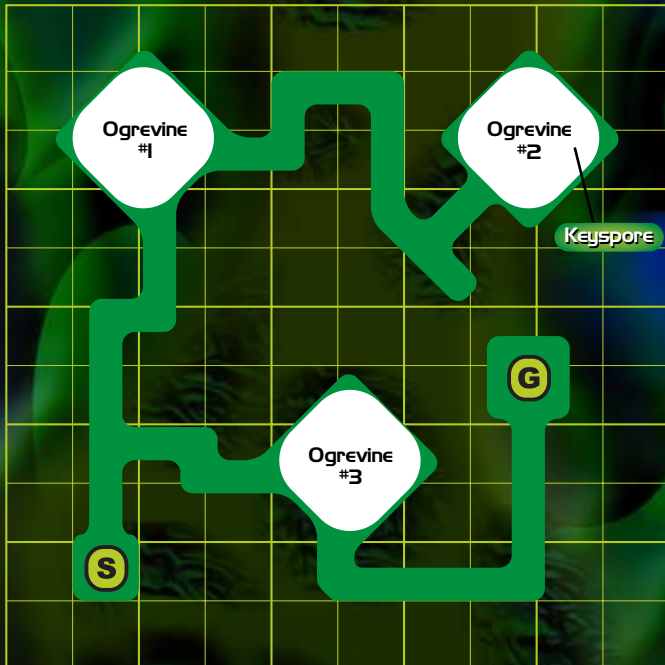
This is your first real boss fight, but don't worry. If you've merged your evolved Divine Beasts, you shouldn't have any trouble. Strengthen your defensive line by placing walls to protect your attack

beasts, and put the boss to sleep. Keep your attack beast(s) blasting away on the front line, then rest the attack beast(s) to allow it to be healed and regain mana. Once the boss has been defeated, you get the Wind Shelter. Collect the Keyspore and the other items in this Ogrevine. Pass through the Princessvine before returning to the Temple.



Water Forest I

Water Visit 1



Divine Beast

Q

The Mysterious Girl (Ogrevine #2)

While investigating a plant in OGREVINE #2, Kahu and Nico stumble into a trap. A mysterious plant puts them to sleep, but an equally mysterious girl comes to their aid. Once you regain control, collect the Keyspore from the plant.



Water Visit 2

Divine Beasts

Ginui

Q

Kalma Battle

Q



Sokoban, the Warehouse Man (Ogrevine #2)

Visit Sokoban in OGREVINE #2 to stash any unneeded items or withdraw items from the Warehouse.



Meet a Trapper (Ogrevine #3)



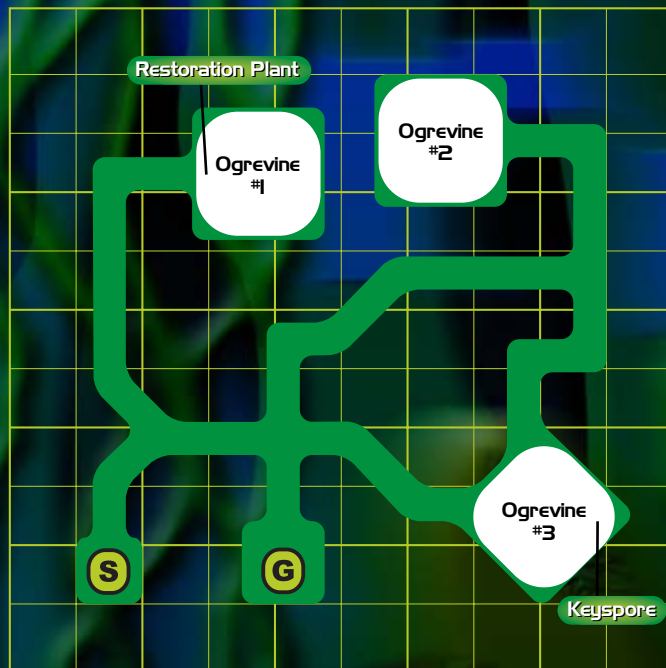
Nico thinks this BeastHunter set the trap you fell into on the last level. The BeastMaster also tells them about a dragon Divine Beast he's looking for. This dragon Kalma is known around the area for being fierce.

Apparently, the mysterious girl Kahu saw before was the dragon Kalma. Collect the Keyspore after talking to the BeastHunter.

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Water Forest I

Water Visit 3



Divine Beasts

Tomakana

Geloper

Kalma Battle

Tomakana

Meeting Cure (Ogrevine #3)



Kahu tries his best to explain to Cure who he is and what he's doing, but learns very little about Cure in return. Get the Keyspore from this Ogrevine after you've spoken with Cure.

Water Visit 4

Divine Beasts

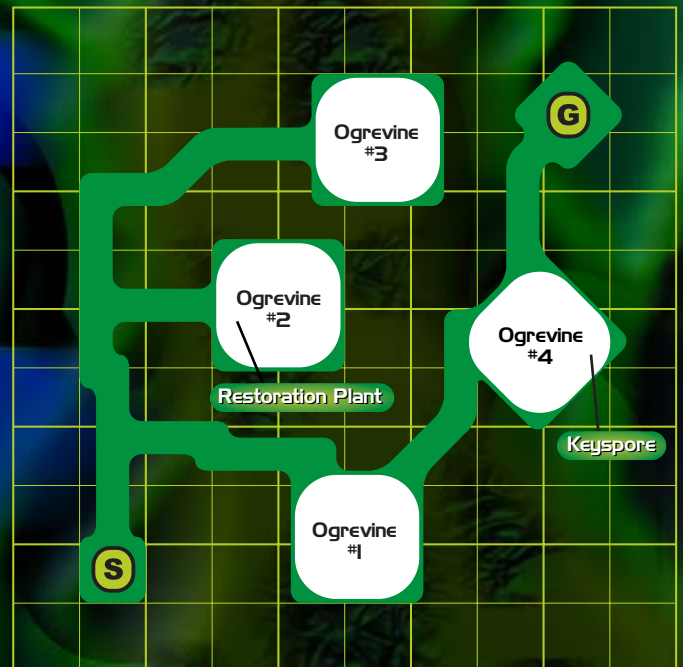
Geloper

Tomakana

Angler

Kalma Battle

Geloper



All About Ogs (Ogrevine #3)



Talk to the BeastHunter about his love of Ogs. Just for listening and learning he gives you a Coignet.

NOTE

Once you've cleared the level of enemies and explored all but the last Ogrevine, return Ogrevine #2 to restore your beasts' HP and MP before the big boss fight.

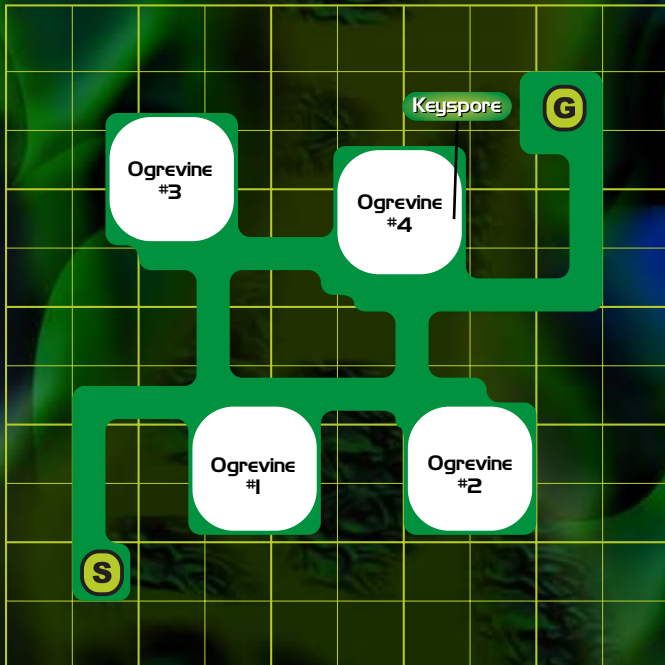
Boss Fight-Sembone (Ogrevine #4)

This boss isn't very powerful, but the battle can still be a pain. It can heal itself with Medinis, undoing the effects of your hits! Just keep switching between your beasts so that your attack beast never runs out of MP, and use what defenses and healing you may have. Once the boss has been defeated, you receive the Water Place. Collect the Keyspore and the other items before heading to the Princessvine.



Earth Forest I

Earth Erosion I



Divine Beasts

Garala

Helicone

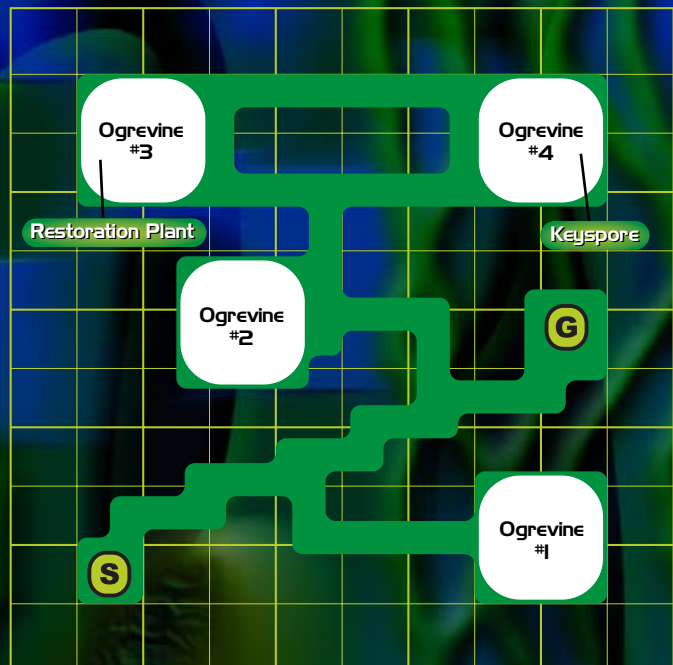
The Gara BeastHunter
(Ogrevine #2)

This guy is a real believer in Gara Divine Beasts and he shares some good tips upon speaking with him.

The Sweet Knights
(Ogrevine #4)

Vanilla, one of the Sweet Knights, has wandered off and the other Sweet Knights are looking for her. Collect the Keyspore before leaving this Ogrevine.

Earth Erosion 2



Divine Beasts

Garala

Helicone

Kalma Battle

Helicone

Heal Up (Ogrevine #3)



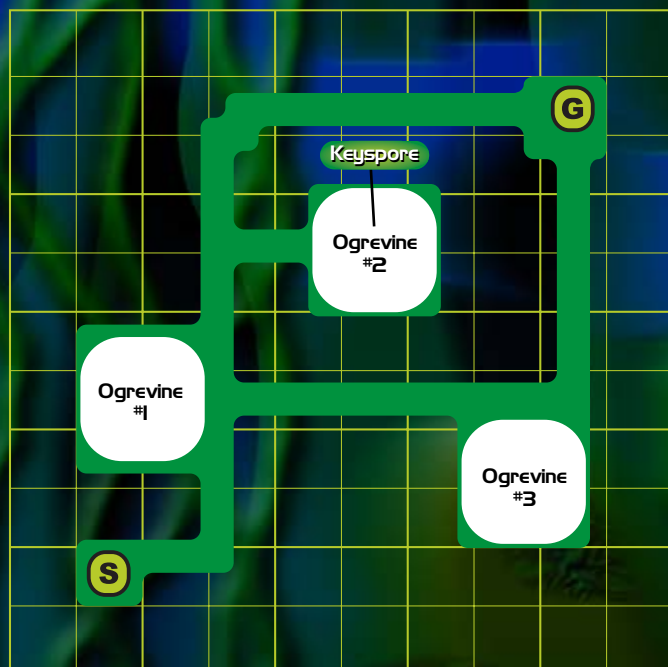
If necessary, restore your beasts' HP and MP in Ogrevine #3.

In Search of Vanilla
(Ogrevine #4)

When Kahu talks to Choco in Ogrevine #4, he learns that all is not well in the Sweet Knights' camp. Collect the Keyspore after talking to Choco.



Earth Erosion 3



Divine Beasts

Tama-Q
Mash

Kalma Battle

Tama-Q

Vanilla Found! (Ogrevine #2)



Vanilla has seen an odd life form. But wait a second; the odd life form Vanilla has seen is Kahu. Is something wrong with this gal?

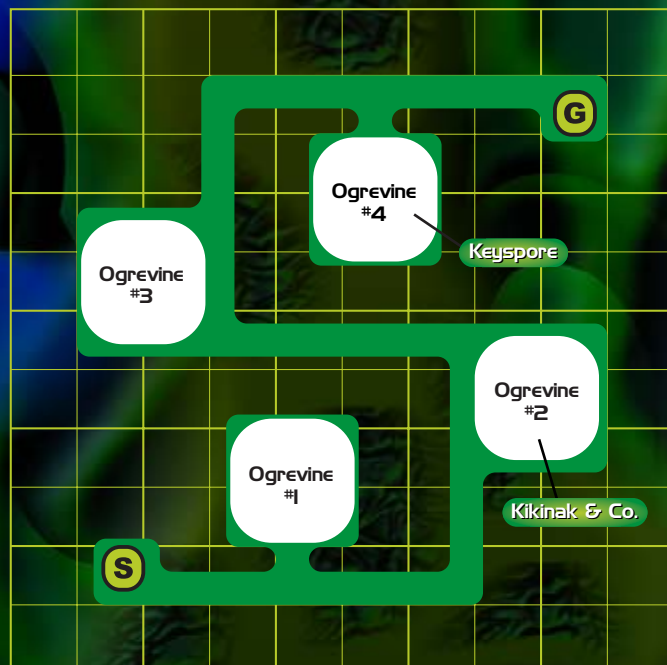
Earth Erosion 4

Divine Beasts

Tama-Q
Mash

Kalma Battle

Mash



A Sweet Knights Fan (Ogrevine #1)



Apparently Cinnamon has a big fan in this BeastHunter. After talking with him you receive a Cinnamon Figure.

Time to Restock (Ogrevine #2)

If your supplies are getting low, stop by Ogrevine #2 and buy some items. This convenience is very expensive—items here cost twice what they would at the Temple.



Boss Fight—Amorg (Ogrevine #4)

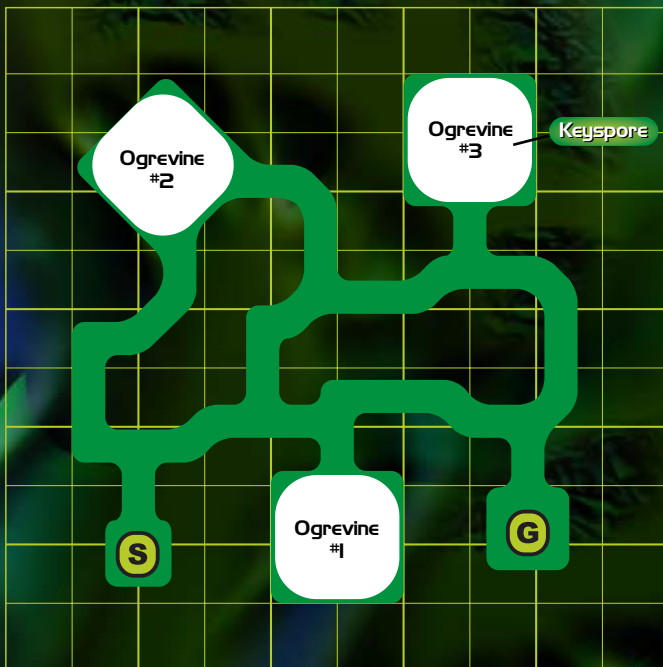


This boss has three very strong attacks: Blast, Ulvis, and Spirit Blast. You need a strong defense, or an attack that causes damage over time, such as Poison. Otherwise this may be a long battle as you slowly pick away

at the beast's HP. Once the boss is defeated, you receive the Earth Lurk. Pick up the other items and the Keyspore before leaving this Ogrevine.

Fire Forest I

Fire Spy I



Divine Beasts

Nagglchu
Tiki

NOTE

By now you should have gained enough reputation (45 points) to take the Level 2 Advancement Test in the Arena. Check it out right away. If you win, you'll have three shields and four slots on your BeastAmulet. If your reputation isn't quite high enough, take on a few jobs or try a couple of easy battles in the Arena.

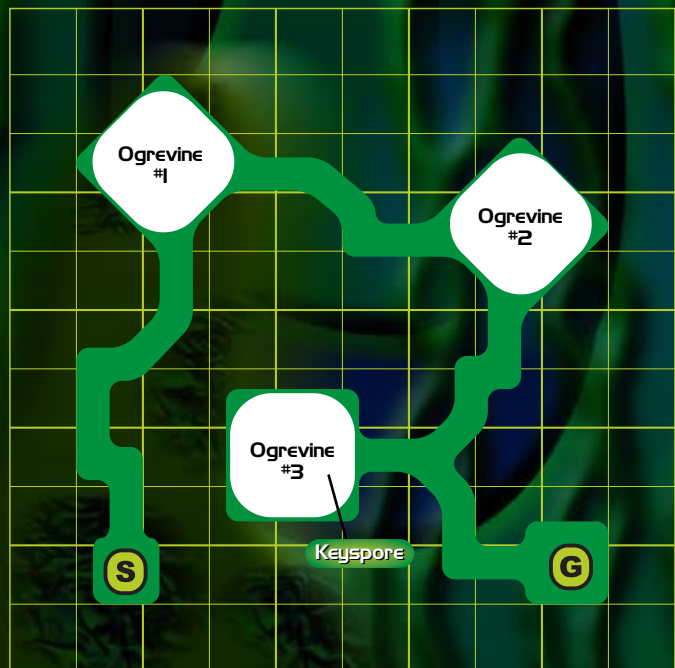
Pop Quiz, Hotshot! (Ogrevine #3)



"Chus" the correct answer to this duo's question of what type of Divine Beasts are the strongest. But don't worry if you choose the incorrect answer—you get another chance. After the quiz, you receive

a Cognet. Collect the Keyspore and head for the Princessvine.

Fire Spy 2



Divine Beasts

Tiki
Nagglchu

Kalma Battle

Tiki

The Ku BeastHunter (Ogrevine #1)

Talk to the Ku BeastHunter in Ogrevine #1 and learn some important points about battling with a Ku. After the talk, you get a Betel.



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Fire Forest I

Meeting Wu (Ogrevine #3)



Kahu meets Wu, a very high-level BeastHunter. Wu's rival, Nam, shows up and once again challenges Wu. However, Wu will only fight with someone strong enough to get the orbs. Now that Nam's around, it just means

that another person's competing with Kahu for the orbs. Pick up the Keyspore before leaving this Ogrevine.

Fire Spy 3



Divine Beasts

Redoble
Getchu

Kalma Battles

Redoble
Getchu



Confrontation with Nam (Ogrevine #1)

Tomahawk Nam would have an almost perfect record if it wasn't for Wu. No wonder he pesters Wu for a rematch.



Sakoban (Ogrevine #2)



Stash or exchange items with Sakoban in Ogrevine #2. Keep in mind that you have a boss battle coming.

Og BeastHunter Battle (Ogrevine #4)

This BeastHunter wants to demonstrate the strength of Ogs. He has two Getchus and a Skaluch. Watch out for those Getchus. One can be pretty tough, but two are downright nasty. Put them to sleep, or set up walls for protection, but don't let them attack freely. Defeat this BeastHunter and receive the Hard Cognet and a Resurrect Book. Grab the Keyspore in the back of the Ogrevine before leaving.



Fire Spy 4

Divine Beasts

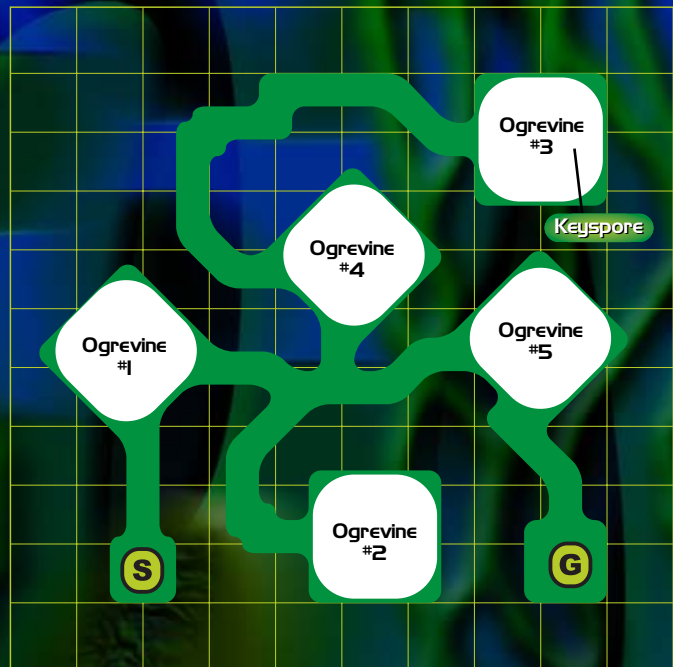
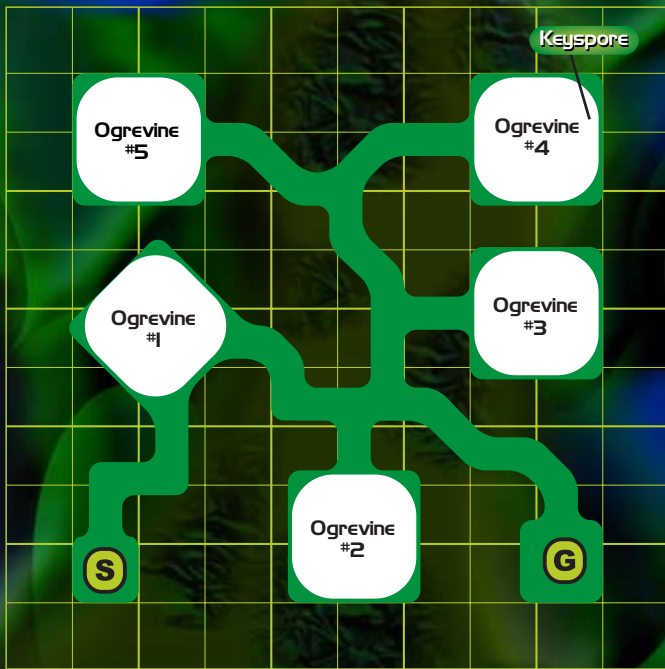
Redoble
Getchu
Skaluch

Kalma Battle

Skaluch

Wind Forest 2

Wind Shelter 1

Wu's Wisdom
(Ogrevine #1)

Wu tells Kahu of the Cocoon Master's pledge. It is a crystallization of knowledge. The Cocoon Masters are gone, but their spirit strives to live. After hearing Wu's cryptic message, you get the Citron Powder.

Boss Fight-Blumen
(Ogrevine #4)

trouble. Once Blumen has been defeated, pick up the FireThrone. Collect the Keyspore and all the items on the ground.

Divine Beasts

Kilgilth
Cheepr

Kalma Battles

Nilgilth
Barndreg

Mau BeastHunter
(Ogrevine #2)

You learn here that a good way to find Mau Divine Beasts is to battle Mau Beast-Hunters in the forest. Unfortunately, this Mau BeastHunter doesn't feel like battling at the moment.

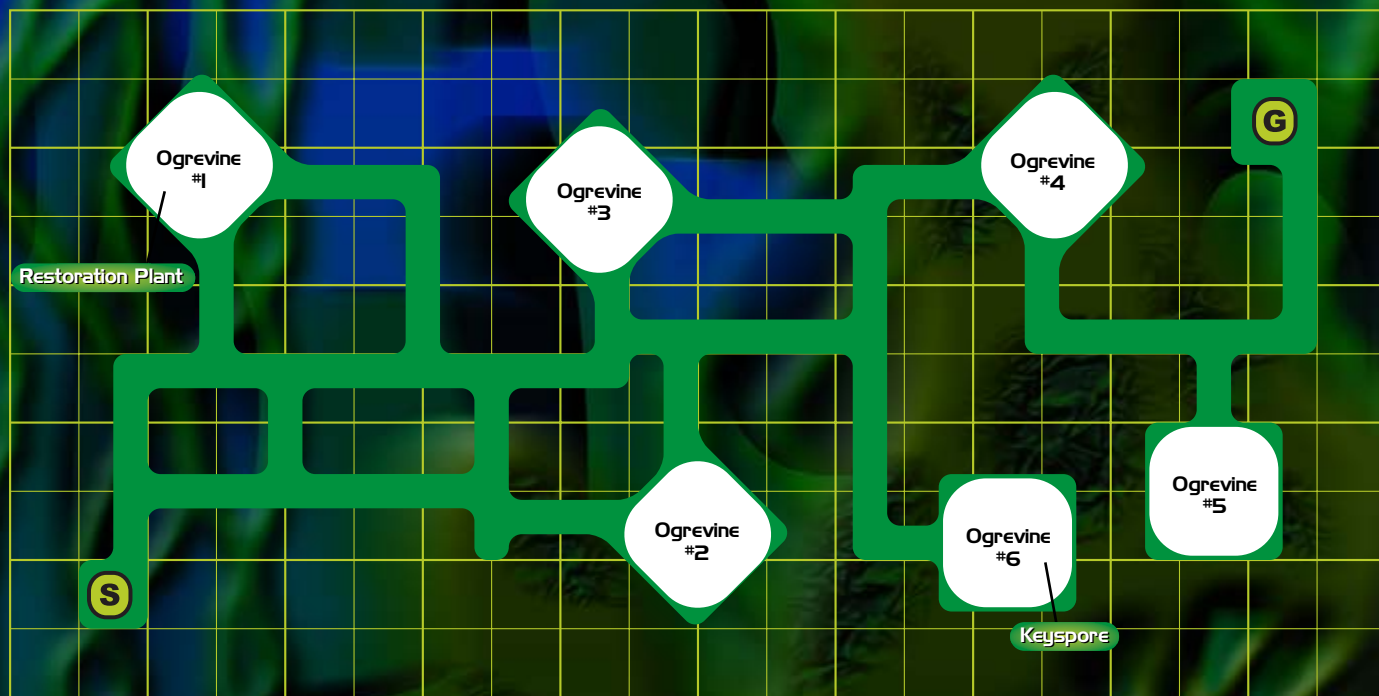
Gil's New Friend
(Ogrevine #3)

Gil has something exciting to share. He's found a descendant of the Divine Spirit of Knowledge. Yamu seems more interested in getting stuff than in helping Gil with his research. Pick up the Keyspore before leaving this Ogrevine.

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Wind Forest 2

Wind Shelter 2



Divine Beasts

Kilgith
Cheepr
Baulboa

Kalma Battles

Peep
Baulboa

Wind Shelter 3

See Map on Page 41

Divine Beasts

Helibuzz
Spikestar

Kalma Battle

Spikestar

Bug BeastHunter Battle (Ogrevine #6)



This BeastHunter has four Divine Beasts on his BeastAmulet and focuses on offense. All of his creatures use some sort of attack. This consumes a lot of mana, so rotate your beasts and keep your defenses up,

allowing your adversaries time to exhaust their mana supply. Once their mana has run out, pick them off one by one without putting your beasts at risk. When this Bug BeastHunter has been defeated, he rewards you with a Bug Medal. Grab the Keyspore from the back of the Ogrevine.

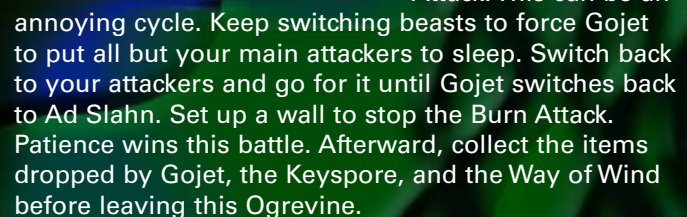
Gil Is Attacked! (Ogrevine #6)

Gil received a tip from the Birdman of Kikinak & Co. that led him to search for the orb in this Ogrevine. It was here that Gil was attacked by Divine Beasts. It seems strange that Birdman would give Gil such bad informa-



tion. Don't forget to grab the Keyspore before leaving this Ogrevine and this level.



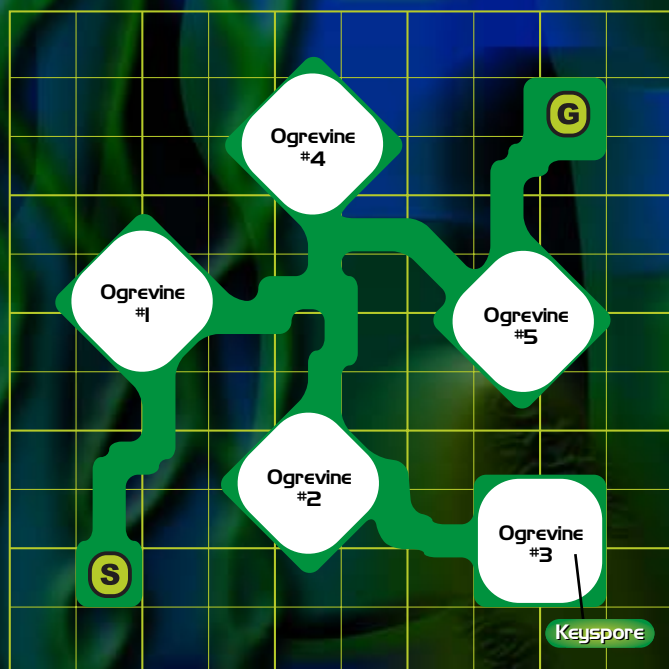


Gojet has several skills that it switches between. It almost always starts by lowering your beasts' defenses, then tries to put them to sleep, finally going for the kill with its Burn Attack. This can be an

Wind Forest 2

Water Forest 2

Water Place 1



Divine Beast
Garanth

Kalma Battles
Garanth
Nu-Q

The Trap Setter (Ogrevine #3)



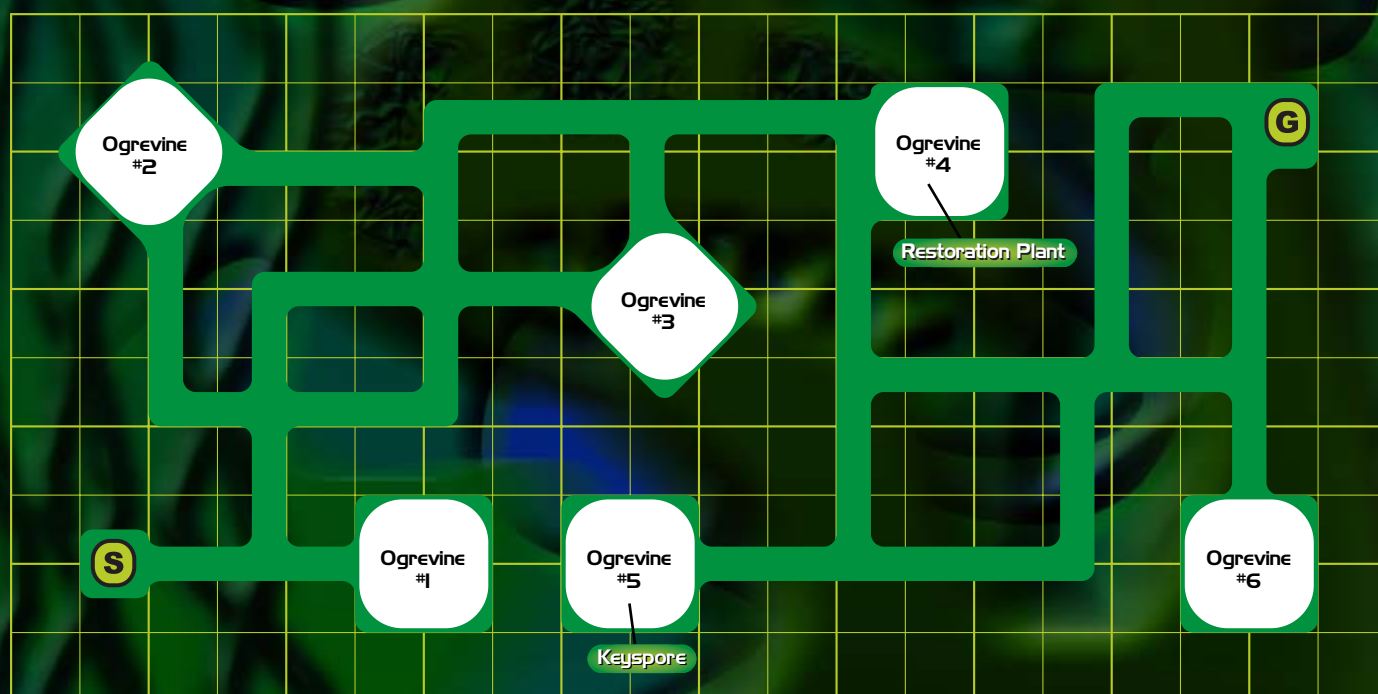
Though it's tempting for Kahu to sell Nico at Kikinak & Co., he'd never do that. At least we don't think so. Pick up the Keyspore before leaving this Ogrevine.

Slimys Everyday! (Ogrevine #4)

This BeastHunter is a big believer in Slimy Divine Beasts. Listen to his tips on Slimys, even if they aren't based on scientific research.



Water Place 2



Divine Beasts

Walbeckon

Q

Kalma Battles

Ninui

Walbeckon

A Warning for Cure (Ogrevine #5)



Cure wants to get out of the forest. She can if she finds the orb. After talking to Cure, you receive a Tendai Uyaku. Collect the Keyspore.

Na BeastHunter (Ogrevine #2)

The Na BeastHunter shares some good tips about her favorite Divine Beasts. Talk to her in Ogrevine #2.



Cure Can Cook! (Ogrevine #5)



Cure wants Kahu to try some of the Ginui she has made. It must not be very appetizing the way Kahu is fussing. After dinner, pick up the Keyspore.

Water Place 3

Divine Beasts

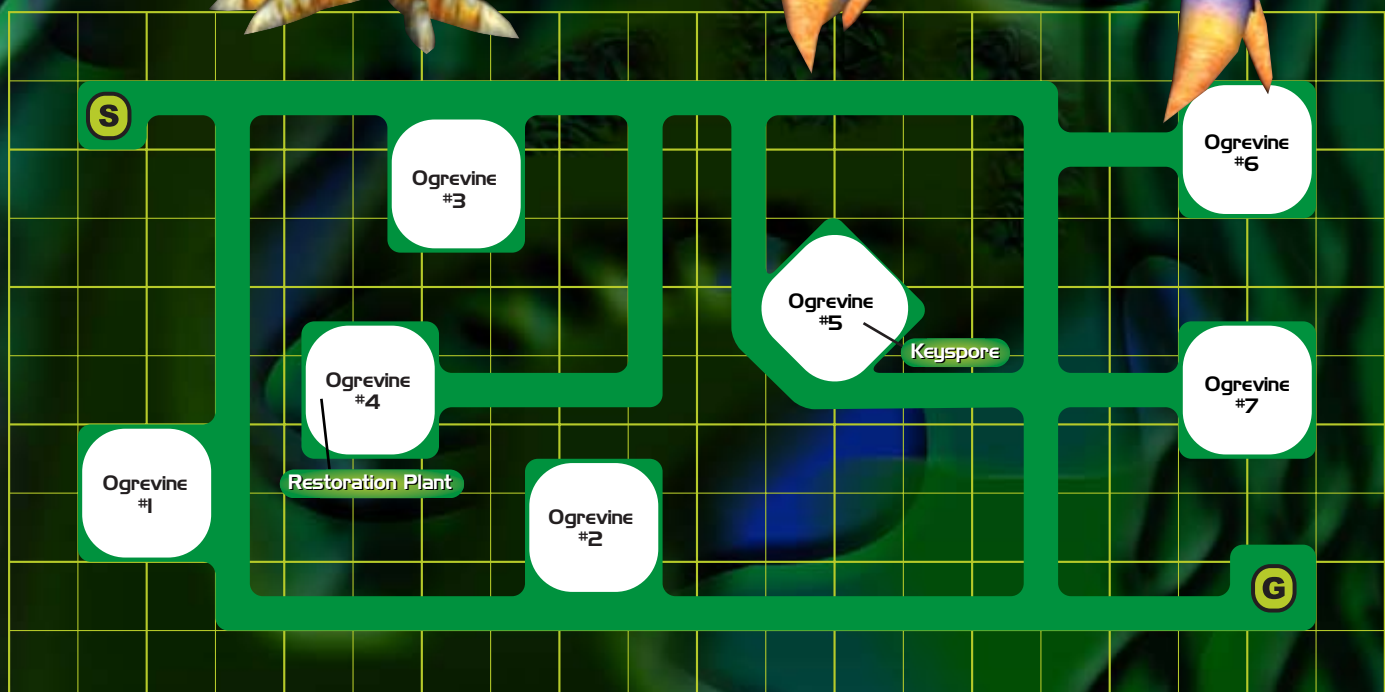
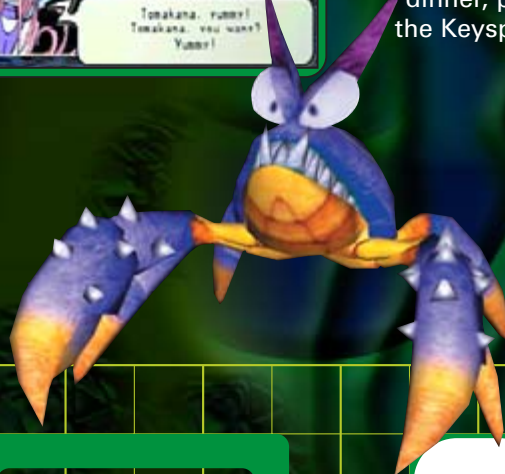
Chamelemon

Geloper

Flybeans

Kalma Battle

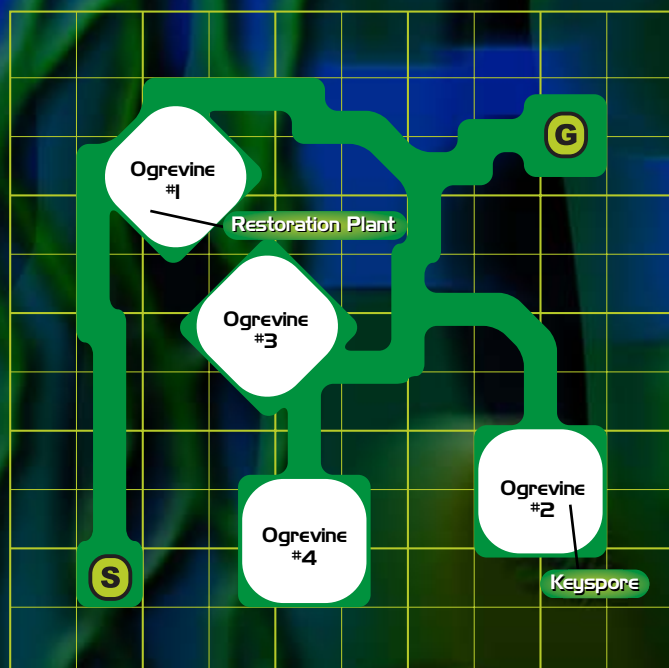
Fangnagin



Water Forest 2

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Water Place 4



Divine Beasts

Geloper
Chamelemon
Angler

Kalma Battles

Angler
Chamelemon

The Og BeastHunter Battle (Ogrevine #4)



Og BeastHunters love strong beasts, and this guy is no different. Besides his powerful Ogs, he's added two creatures that cast sleep-type spells. Focus on putting them all to sleep and stepping up your defenses. Defeat the

Og BeastHunter to earn the Og Medal.

Boss Fight-Froggess (Ogrevine #2)

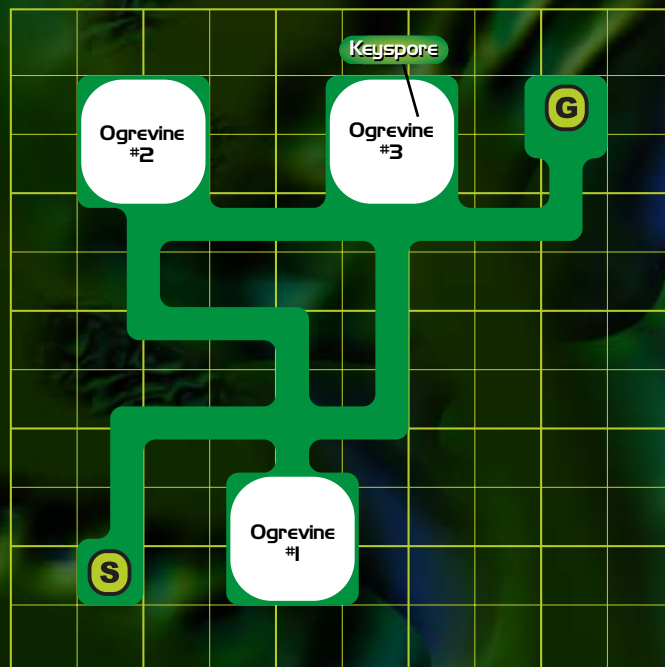
This is a very tough battle because Froggess can heal itself and has very strong attacks. Adopt a "hit and heal" strategy. It can be tricky to deplete the boss's HP

unless you have at least two attack beasts on one side. An ideal setup would be three beasts on the earth side, one casting Barridis while the other two attack. That way you protect your beasts from the boss's attack while still hitting it. The boss really doesn't have a lot of HP, but its constant healing makes it seem that way. Defeat Froggess and receive the Water Shade. Pick up the other items in the Ogrevine as well as the Keyspore.



Earth Forest 2

Earth Lurker I



Divine Beasts

Helicone
Garala

Kalma Battles

Nirala
Geena

A Challenge for the Sweet Knights (Ogrevine #3)



The Sweet Knights must find the orb resting deep in the forest. If they cannot, they will be disbanded. This time they may want to stick together. Collect the Keyspore after talking to the Sweet Knights.

The Sweet Knight Fan (Ogrevine #5)



This BeastHunter is gaga over Vanilla! Isn't everyone? Obviously Nico doesn't share those feelings. After he expresses his views on Vanilla, you receive the Vanilla Figure.

Earth Lurker 2

Divine Beasts

Garala

Helicone

Monoculus

Kalma Battles

Nilicone

Monoculus



Vanilla at Last (Ogrevine #6)

You have to battle Vanilla now. Her team of Ginuis focus on healing and lighting skills. She isn't very tough, but a good shield helps a lot. Don't bother with status effects such as sleep, as her beasts resist them almost every time. Even after being defeated, Vanilla can't believe she's lost the battle. Get the Keyspore from the back of the Ogrevine.



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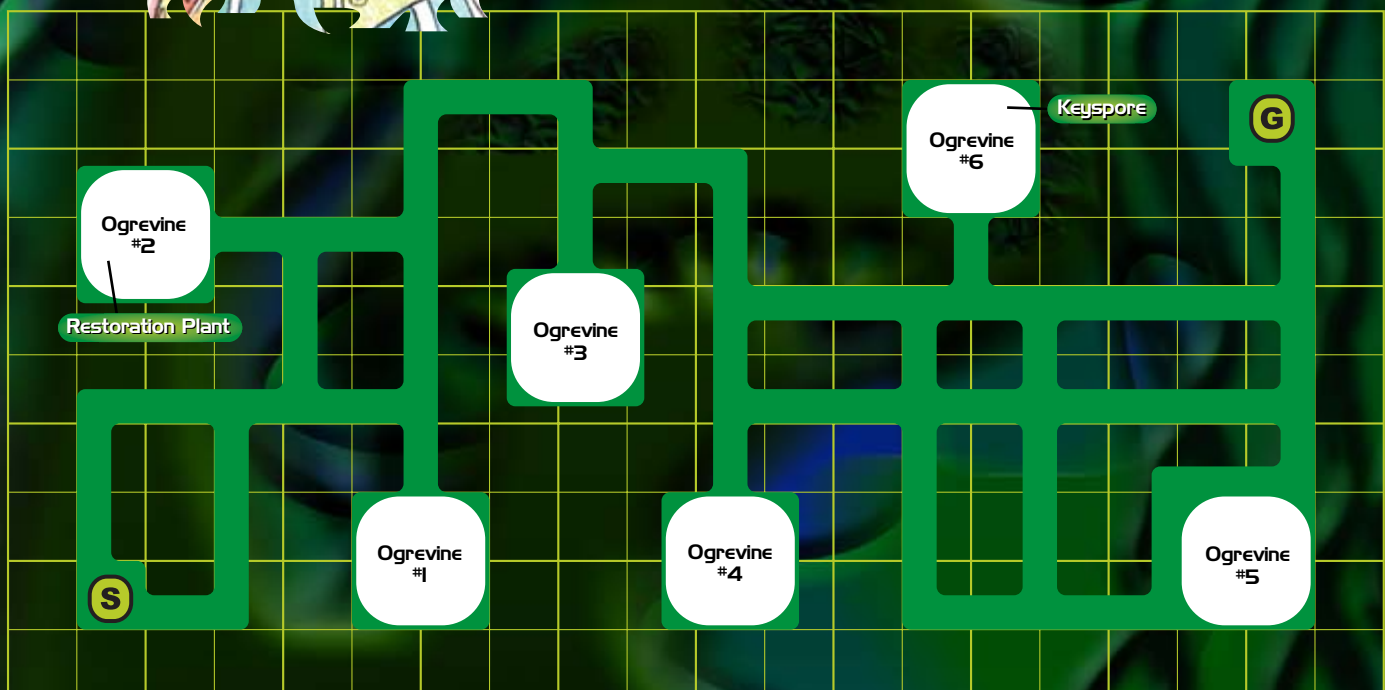
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Earth Forest 2



Earth Lurker 3

Divine Beasts

Peatum

Tama-Q

Kalma Battle

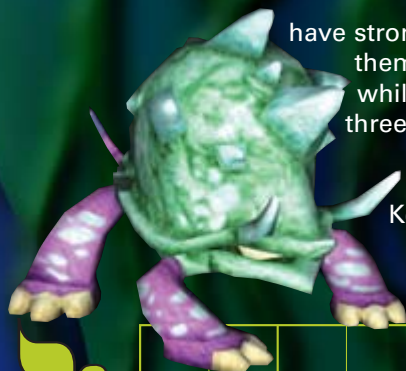
Rorr

Choco's Been Waiting (Ogrevine #5)



It's Choco's turn to battle Kahu. If your BeastAmulet has a variety of Divine Beasts and you mount a strong offense, you shouldn't have any trouble. However, don't underestimate Choco's team. They

have strong attacks and a healer to back them up. Defeat the healer quickly while defending against Choco's three-beast assault. She relies heavily on her plant beasts. Choco's a gracious loser. Collect the Keyspore after talking with her.

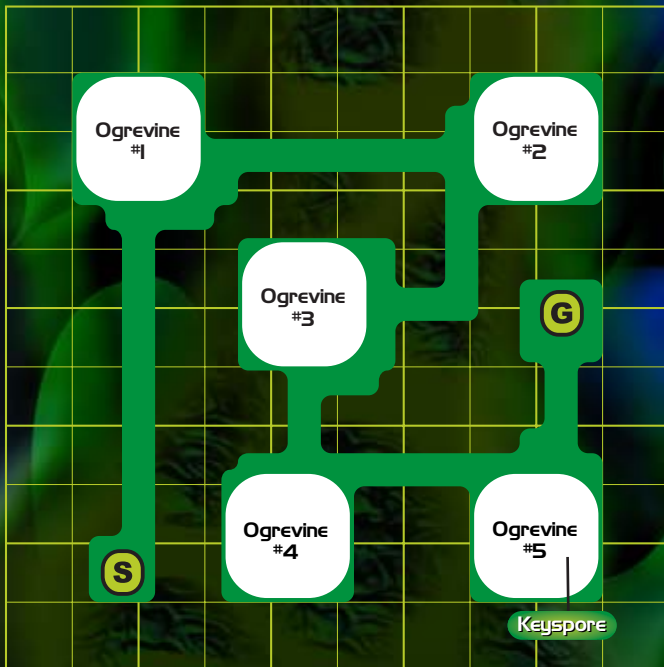


Time for Cinnamon (Ogrevine #6)

Kahu's certainly impressed with Cinnamon, but she doesn't seem too interested in him. Oh well, that's one less battle for now.



Earth Lurker 4



Divine Beasts

Tama-O

Peanum

Kalma Battles

Nima-O

Peanum

A Confused BeastHunter (Ogrevine #3)



This BeastHunter has learned that the Sweet Knights will be disbanded if Kahu beats them to the orbs. He won't listen to reason, so Kahu has to battle him. This character fights a lot like Choco. The differ-

ence is that he has a creature that boosts his team's defense. Get rid of the healer fast, then go for the kill. After defeating this BeastHunter, you are rewarded with a Choco Figure.

Boss Fight—Ela Ela (Ogrevine #5)

Ela Ela is susceptible to poison, so if you have any poison casters or books, use them on this boss. Ela Ela knows when to use Medini, but if you continue to attack, Ela Ela can't heal fast enough. If you only have one attack beast,

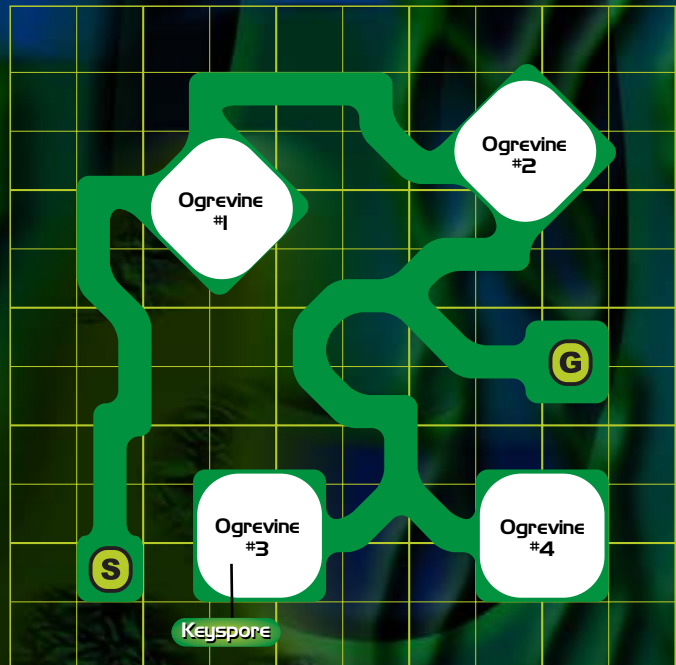


you'll have a difficult time. Pick up the Groundwork and other items dropped after defeating Ela Ela. The Keyspore is also in this Ogrevine. Don't miss it.



Fire Forest 2

Fire Throne I



Divine Beasts

Nagglchu

Tiki

Sandsparrow

Kalma Battles

Niki

Sandsparrow

The Drac BeastHunter (Ogrevine #2)



This BeastHunter believes there are no stronger Divine Beasts than Dracs. Listen to his tips and maybe you'll get more out of your own Dracs.

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Fire Forest 2

Nam Wants a Battle (Ogrevine #3)



Nam is a Pola Pola Warrior. Unlike his other family members, he wants to follow the way of the warrior. Once Nam gets mad, he wants to battle Kahu. The fire beasts Nam controls are powerful, but they're all muscle

and no brains. His beasts are very susceptible to status attacks such as poison and sleep. Set up your defenses, knock out his beasts, then let them have it. This shouldn't be a difficult battle. It's hard to imagine how this guy ever got to 40 and 1 in the Arena. Pick up the Keyspore after defeating Nam.

Fire Throne 2

Divine Beasts

Tiki

Nagglchu

Kalma Battles

Gelapper

Nigglchu

Another Drac BeastHunter (Ogrevine #4)

This BeastHunter isn't very helpful with specific information about Dracs. He thinks they're good for just about anything. But he has a good point. Only you can decide what formation works best for you.

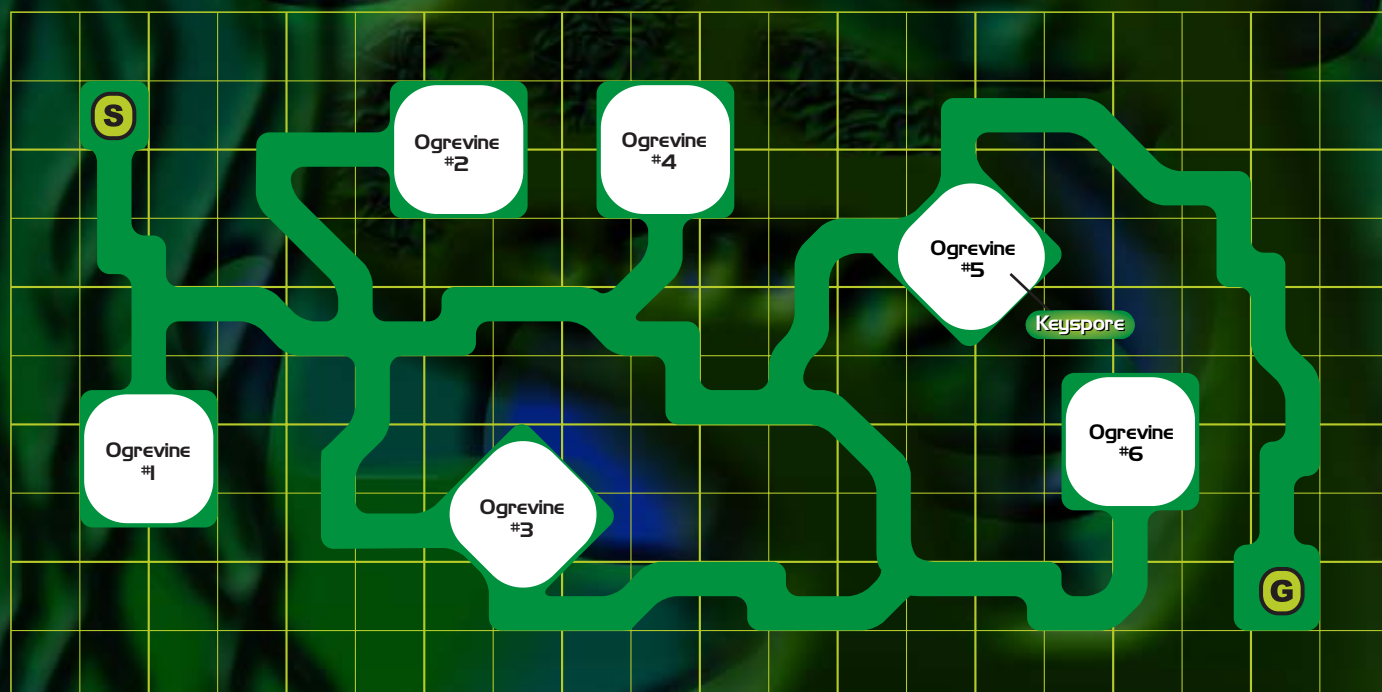


Wu's Quest (Ogrevine #5)

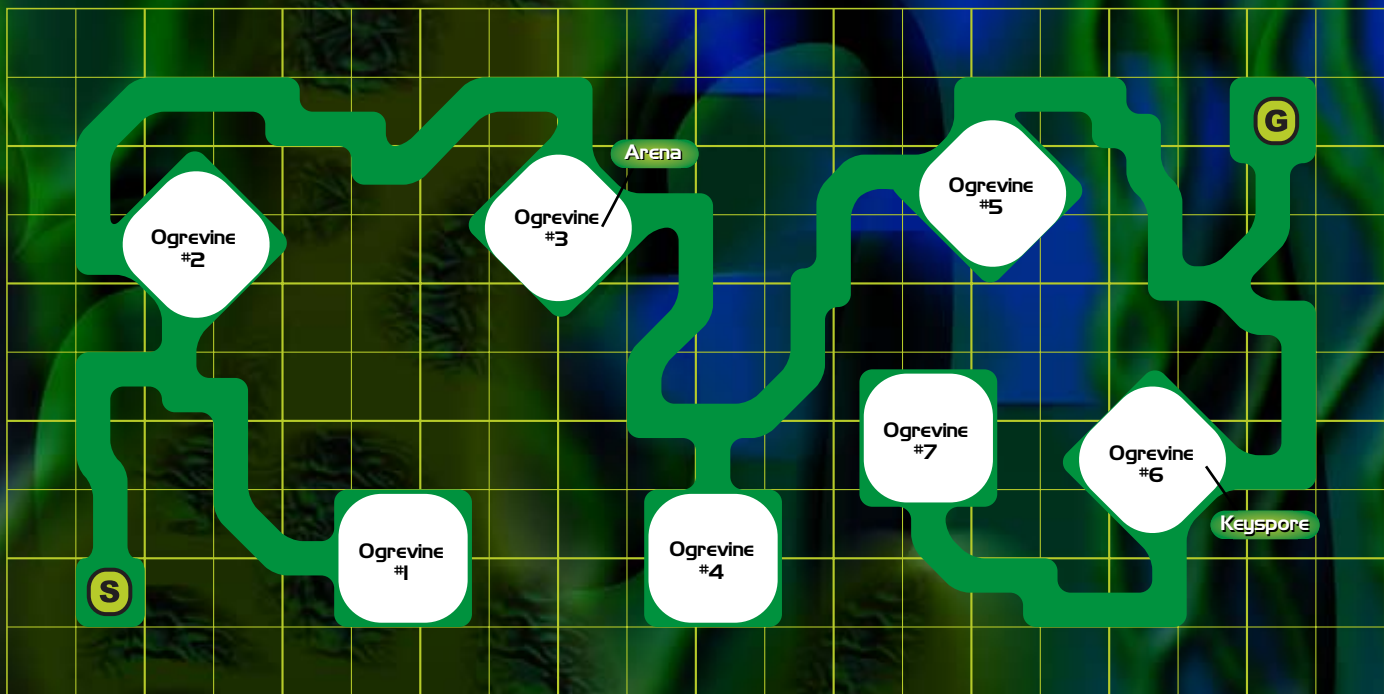


When Kahu asks Wu why he became a BeastHunter, he learns that the Locusts of the Apocalypse attacked Wu's home. Wu thought he would find out why the attack happened if

he stayed in the forest. Pick up the Keyspore after speaking to Wu.



Fire Throne 3



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Divine Beasts

Patadreck

Getchu

Eyeshroom

Kalma Battle

Eyeshroom

Arena Battle in the Forest
(Ogrevine #3)

Think you can handle three rounds of Arena battle out here in the woods? Pay the 100Y entry fee and find out. There are three rounds of battle, just like the Temple Arena. However, the rules here are the same as other battles in the woods: If you lose, you lose everything. The battles aren't too difficult, but don't push yourself too hard. You get some money for each win. Win all three rounds and gain 1,400Y. You can come back later and try again if you like.

Nam Attitude
(Ogrevine #4)

Nam is just as disagreeable at this meeting as he has been at others. It looks like his defeat at your hands didn't mellow him out.

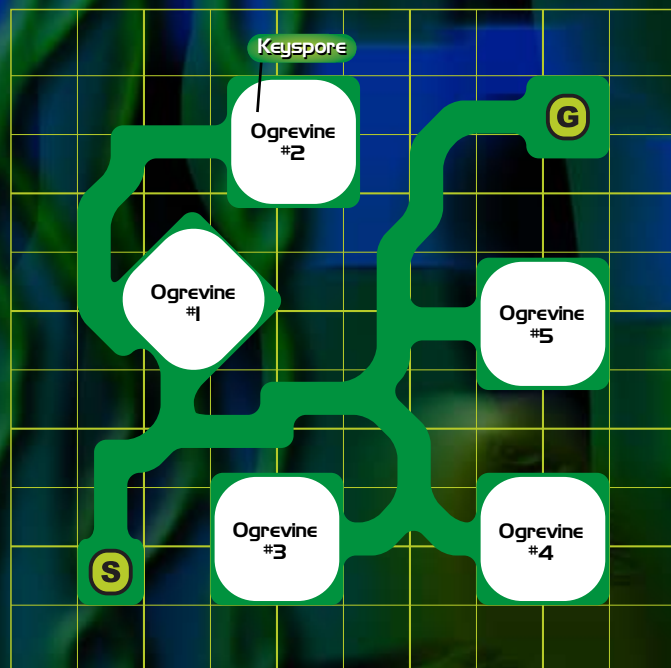
A Lost Cocoon
(Ogrevine #6)

The BeastHunter in this Ogrevine has lost a Divine Beast Cocoon containing a Chu. Collect the Keyspore before leaving the Ogrevine.



Fire Forest 2

Fire Throne 4



Divine Beasts

Getchu

Skaluch

Patareck

Kalma Battle

Nitchu

Boss Fight-Dela Getchu (Ogrevine #2)



Offense, offense, offense—that's all this boss knows. It has three nasty attacks: Sonic Boom, Burn Attack, and Dark Attack. The trick is to protect your creatures while blocking. Putting the boss to

sleep, increasing defense, and poisoning work well. If you successfully put it to sleep, heal and put a wall up before going on the offensive. Once the boss has been defeated, you receive the Firewalking Ring. Collect the Keyspore and the other items before leaving this Ogrevine.

Nam Remembers (Ogrevine #3)



Stop by Ogrevine #3 and talk to Nam. He's a little down thinking about the home he left behind.

BeastHunter (Ogrevine #5)

The BeastHunter still hasn't found the cocoon he lost. He seems pretty worried.



Way of Wind I

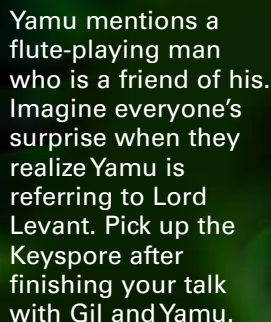


Rutide
Mothmanti
Pataronga

Pataronga Rutide

By now you should have enough reputation to take the Level 4 Advancement Test in the Arena. If not, look for cocoons in areas you've already cleared and take on some jobs to raise your reputation. Having an extra Divine Beast helps a lot in this area. Truly hardcore players can get through the Level 5 Advancement Test. It can be done! You have to take a lot of jobs and give up some valuable items, but you'll be practically unstoppable.

Yamu Has a Friend (Ogrevine #6)



Mau BeastHunter (Ogrevine #7)

A big fan of the Maus, this Mau BeastHunter thinks Maus have more going for them than great attacks.



Way of Wind 2

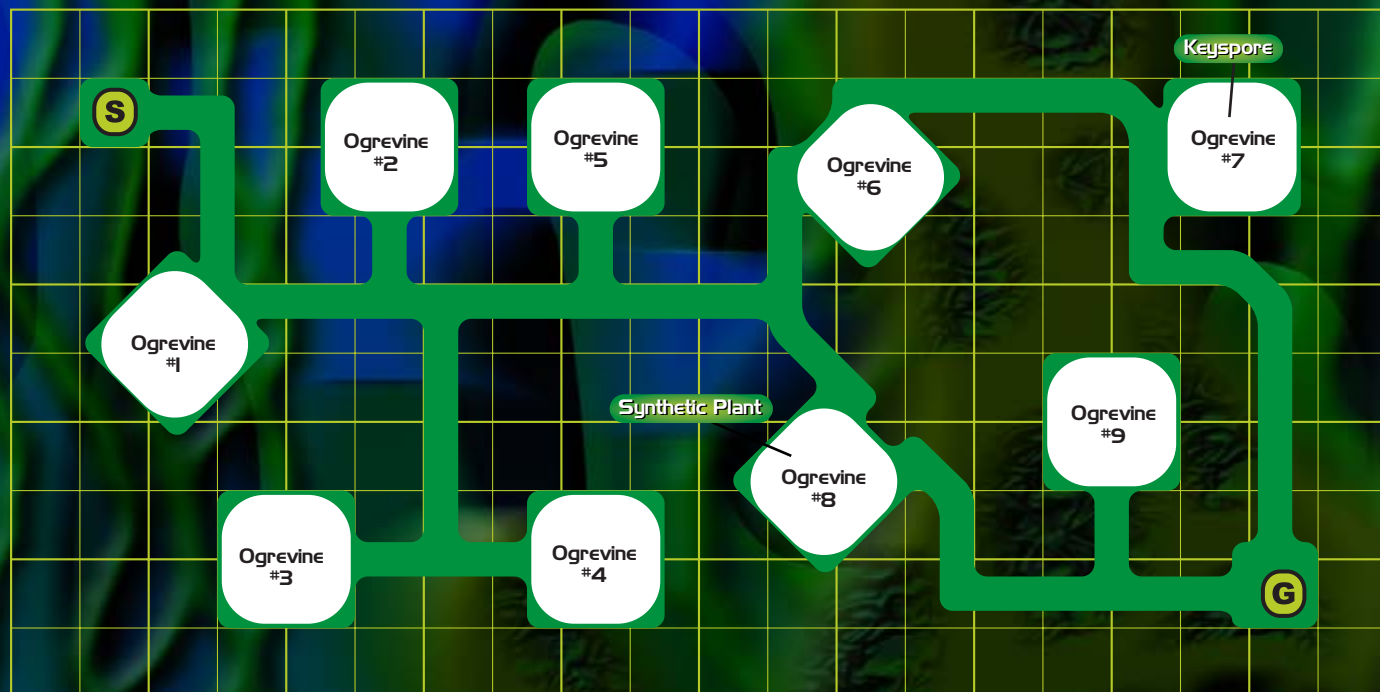
See Map on Page 52

Mothmanti

Pataronga

Mothmanti





Bug BeastHunter Battle (Ogrevine #2)



This BeastHunter controls his five Divine Beasts very well. Bugs don't attack with brute force, but their wide variety of attacks keep you on your toes. Use sleep and other status effects to

put his creatures temporarily out of commission. This should give you a free moment to attack. Defeat this BeastHunter to get the Bug Medal.

Wanted! (Ogrevine #7)

A job to defeat you was posted on the Bulletin Board, and this BeastHunter has taken it. This battle is extremely tough. You must combat five evolved beasts. If you don't think you can handle this yet, back off. Keep up a defensive front to ward off the Mushs' attacks. If they save up power, their attacks can be devastating. Keep a



healer handy and restore HP whenever possible. Now would be a good time to use any battle items you have. Once you've defeated this BeastHunter, collect the Keyspore from the back of the Ogrevine.

Way of Wind 3

See Map on Page 53

Divine Beasts

Helskelter

Mothmanti

Papillone

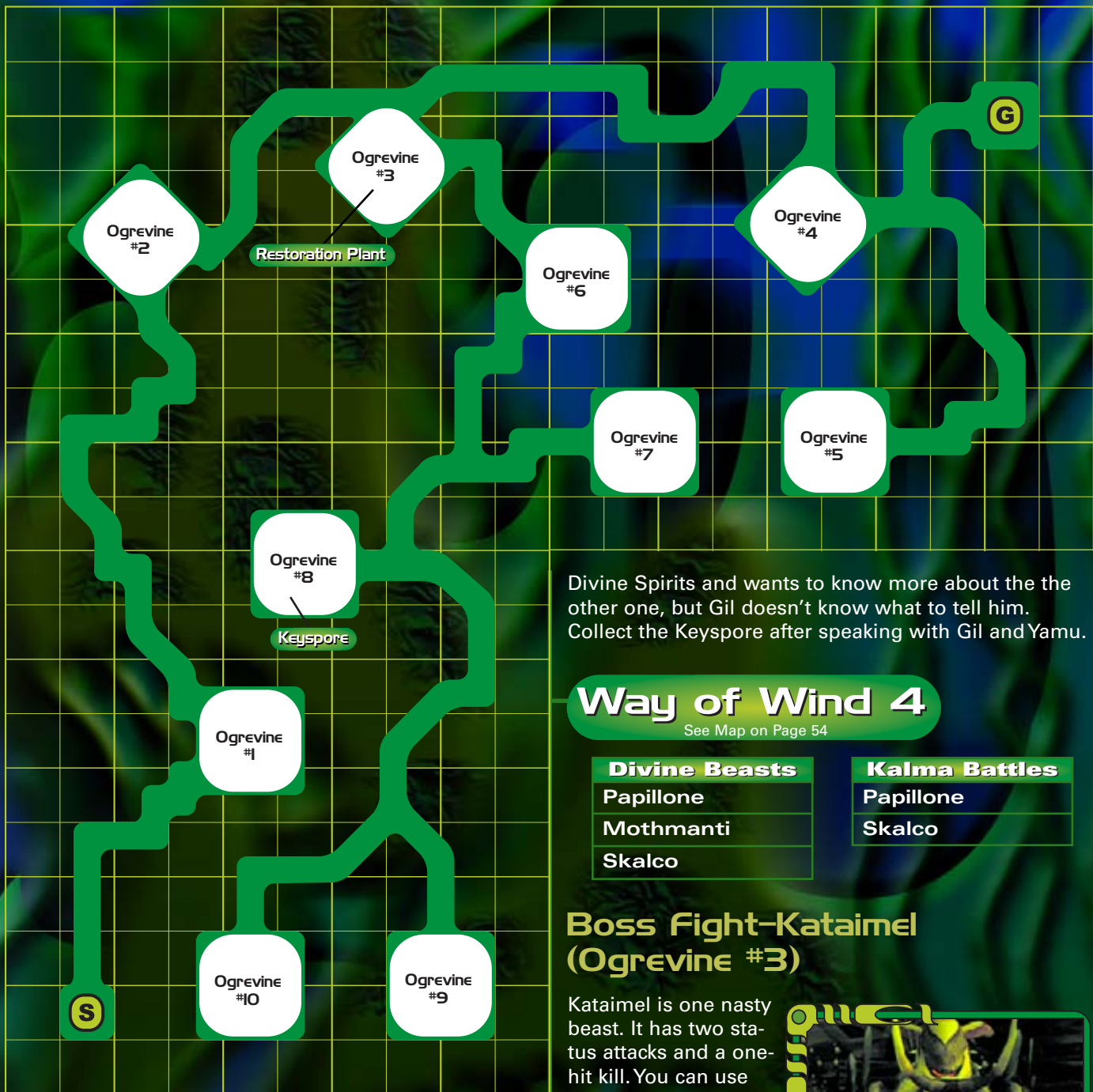
Kalma Battle

Helskelter

Mau BeastHunter Battle (Ogrevine #2)

This BeastHunter's Earnas have a lot of different skills. Rotate your beasts, keeping them healthy and your defensive line strong. His formation is tight, so sleep spells work wonders. Just be careful of the various status effects the Earnas can cause. Once this BeastHunter has been defeated, you receive the Mau Medal.





Gil's Discovery (Ogrevine #8)



Gil discovers that Yamu was once a protector of the Divine Tree of Lord Elrihm. According to Yamu, there was more than one descendant of the Divine Spirit Mamon. Yamu is one of the

Divine Spirits and wants to know more about the other one, but Gil doesn't know what to tell him. Collect the Keyspore after speaking with Gil and Yamu.

Way of Wind 4

See Map on Page 54

Divine Beasts

Papillone
Mothmanti
Skalco

Kalma Battles

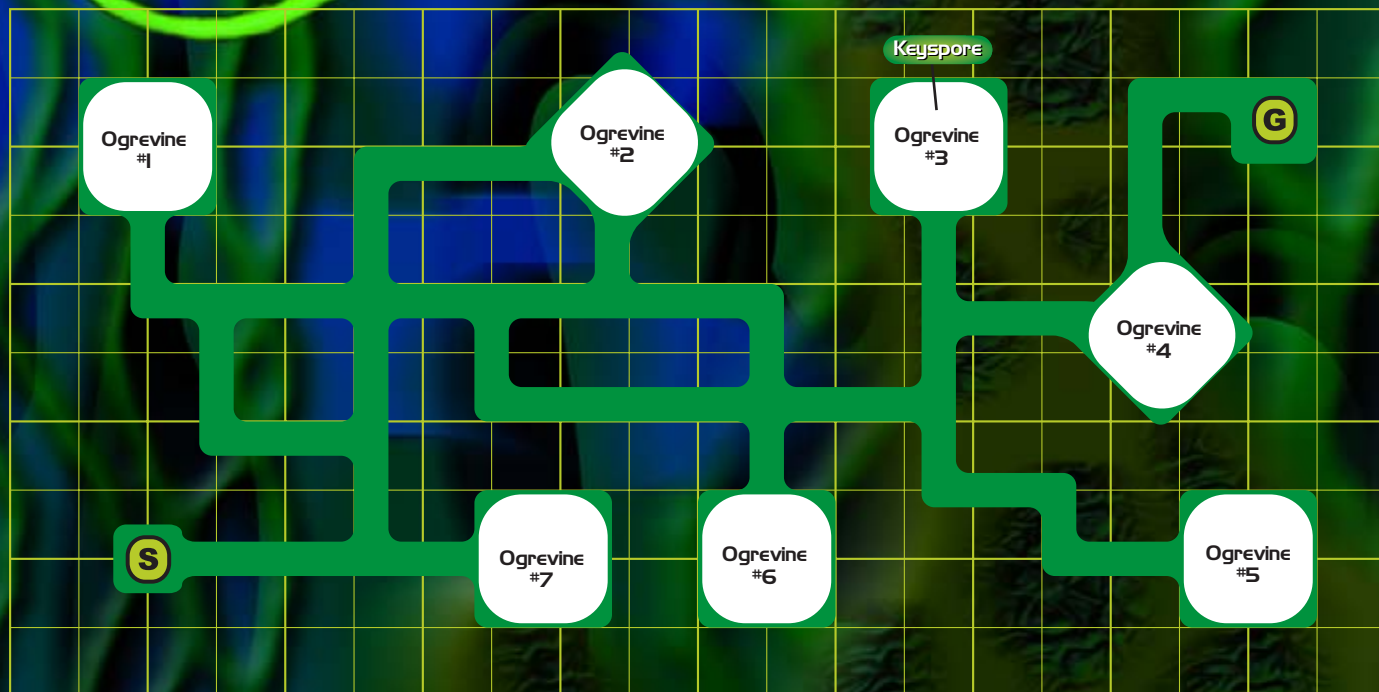
Papillone
Skalco

Boss Fight—Kataimel (Ogrevine #3)

Kataimel is one nasty beast. It has two status attacks and a one-hit kill. You can use status effects if you're patient, but don't give the boss too many chances to cast Ad Muhlia sudden-death attack. With a couple of strong



attack beasts and an item or skill to boost their attack, you can quickly pound Kataimel into the ground. Whatever your strategy, don't waste time. Once Kataimel has been defeated, you receive the Wind Patina. Pick up the other items dropped by Kataimel and get the Keyspore before leaving this Ogrevine.



BeastHunter (Ogrevine #6)

Talk to this BeastHunter to learn more about Bug Divine Beasts. He stresses that Bugs may be low on strength, but their magic powers are unstoppable. After talking to him you get a Caltrop.



The Dragon BeastHunter (Ogrevine #3)



Oh no. It's that trap-setting BeastHunter again. He claims he found the Dragon Divine Beast he had been looking for, but it ran away when he got near it.

Water Forest 3

Water Shade 1

See Top Map on Page 55

Divine Beasts

Geso-Q
Skalcane
Yo-Yo

Kalma Battles

Skalcane
Geso-Q

Cure Is Hurt! (Ogrevine #9)

Even though Cure's been hurt by the BeastHunters, she definitely doesn't want to fight them. Collect the Keyspore and continue.



Water Shade 2

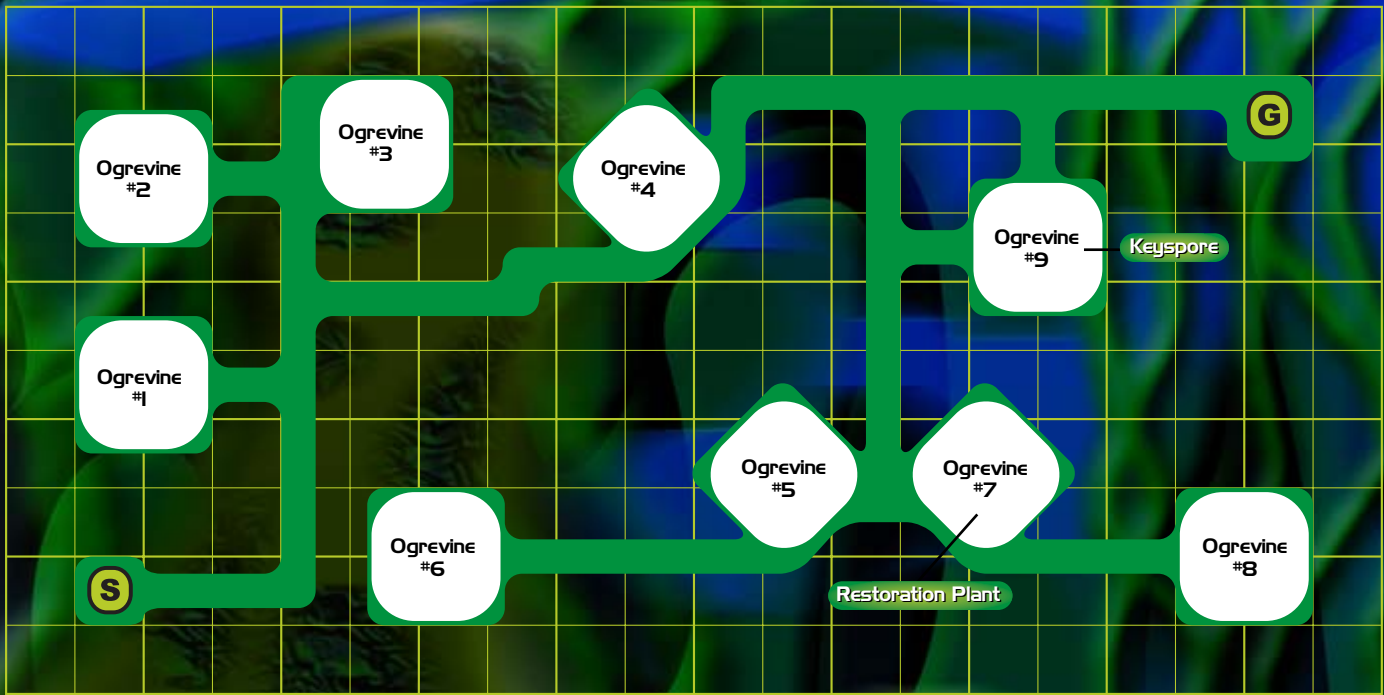
See Bottom Map on Page 55

Divine Beasts

Geso-Q
Yo-Yo

Kalma Battle

Yo-Yo



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The BeastHunter Job (Ogrevine #6)

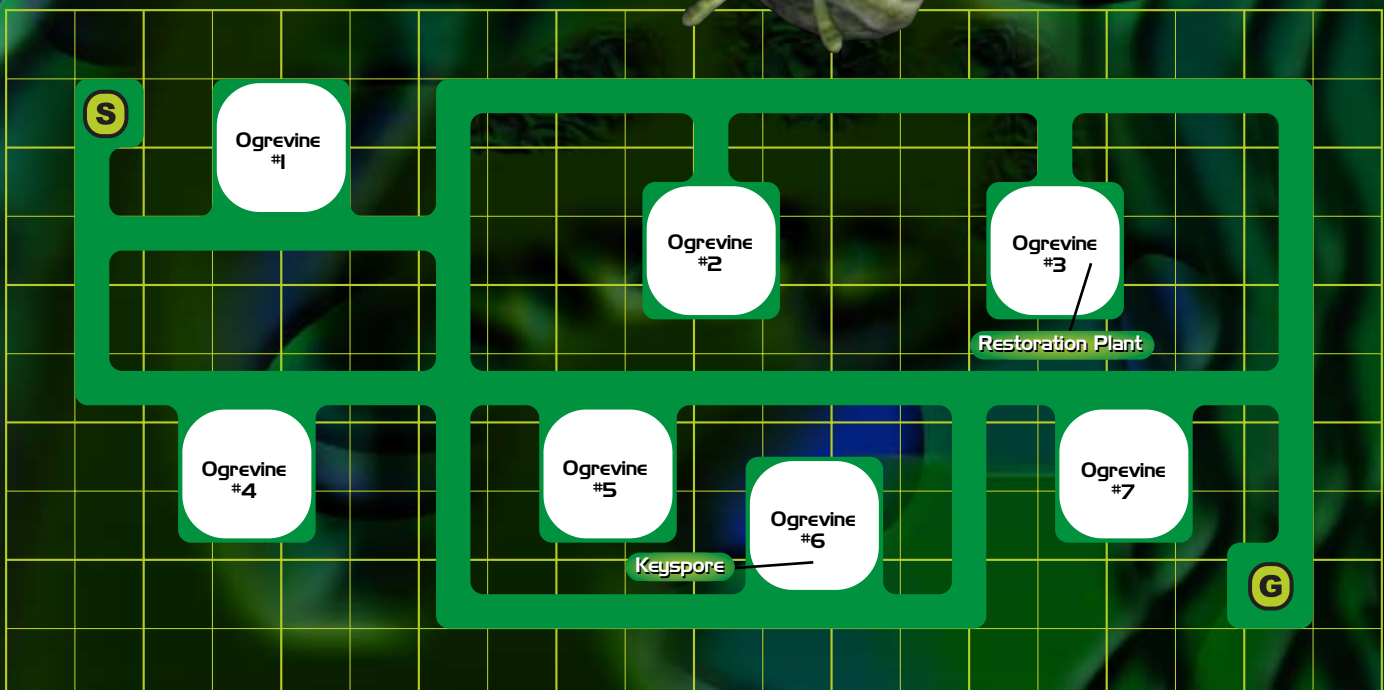


lines until the effect wears off or until you cure it. Once you defeat the BeastHunter, collect the Keyspore.

Another BeastHunter has hired on to defeat Kahu. This guy has a pretty tough lineup, so be sure your party is ready to handle this battle. His beasts use Derange to confuse your beasts. If this happens, keep the affected beast away from the front

The Dragon Hunter (Ogrevine #7)

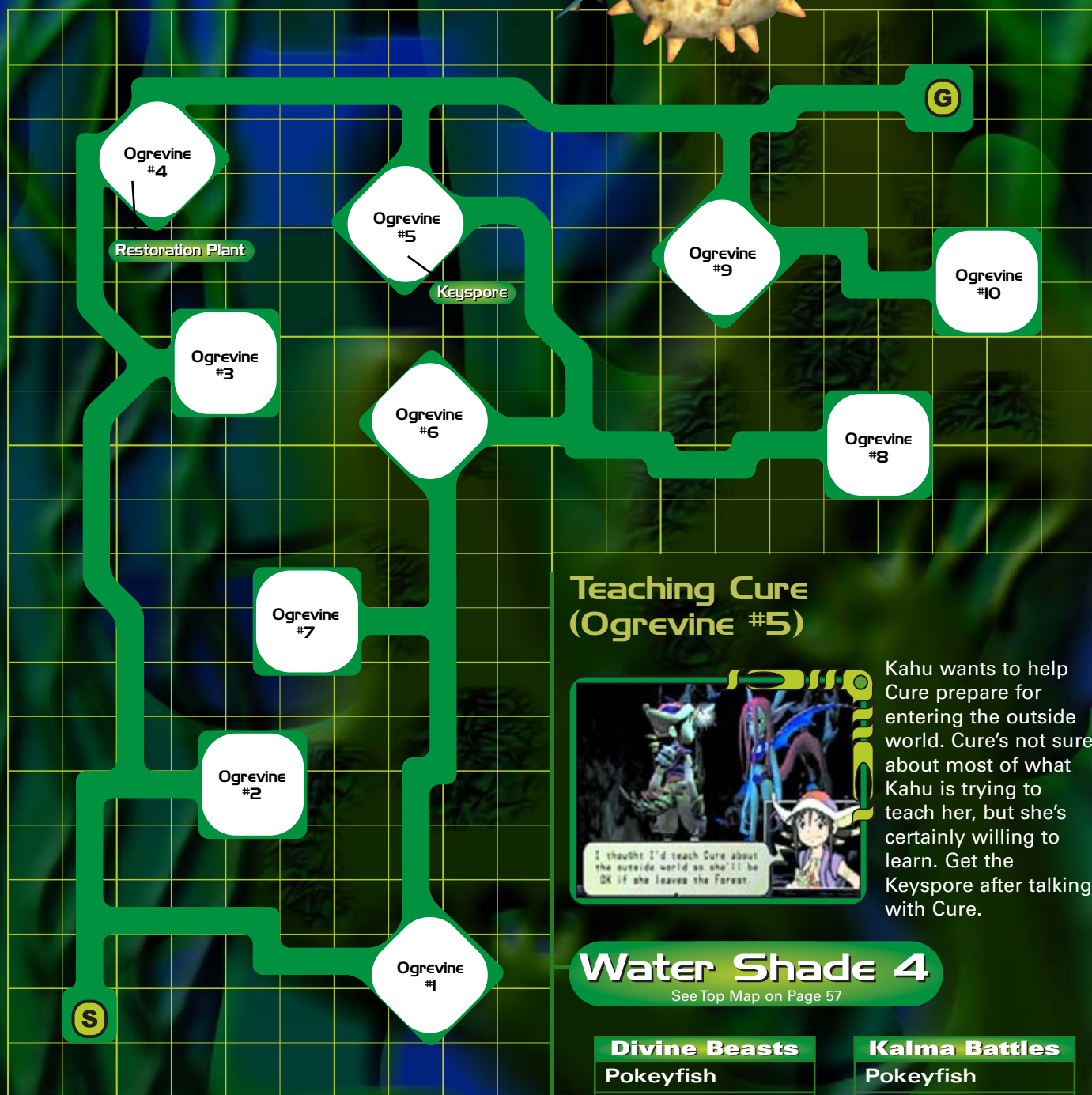
The BeastHunter is still tracking Cure because he thinks she's the dragon Kalma. Cure needs to be careful.



Water Forest 3



Water Shade 3



Teaching Cure (Ogrevine #5)



Kahu wants to help Cure prepare for entering the outside world. Cure's not sure about most of what Kahu is trying to teach her, but she's certainly willing to learn. Get the Keyspore after talking with Cure.

Water Shade 4

See Top Map on Page 57

Divine Beasts

Pokeyfish
Anglorg
Yo-Yo

Kalma Battles

Pokeyfish
Anglorg

Divine Beasts

Yo-Yo
Bogimbo
Pokeyfish

Kalma Battle

Bogimbo

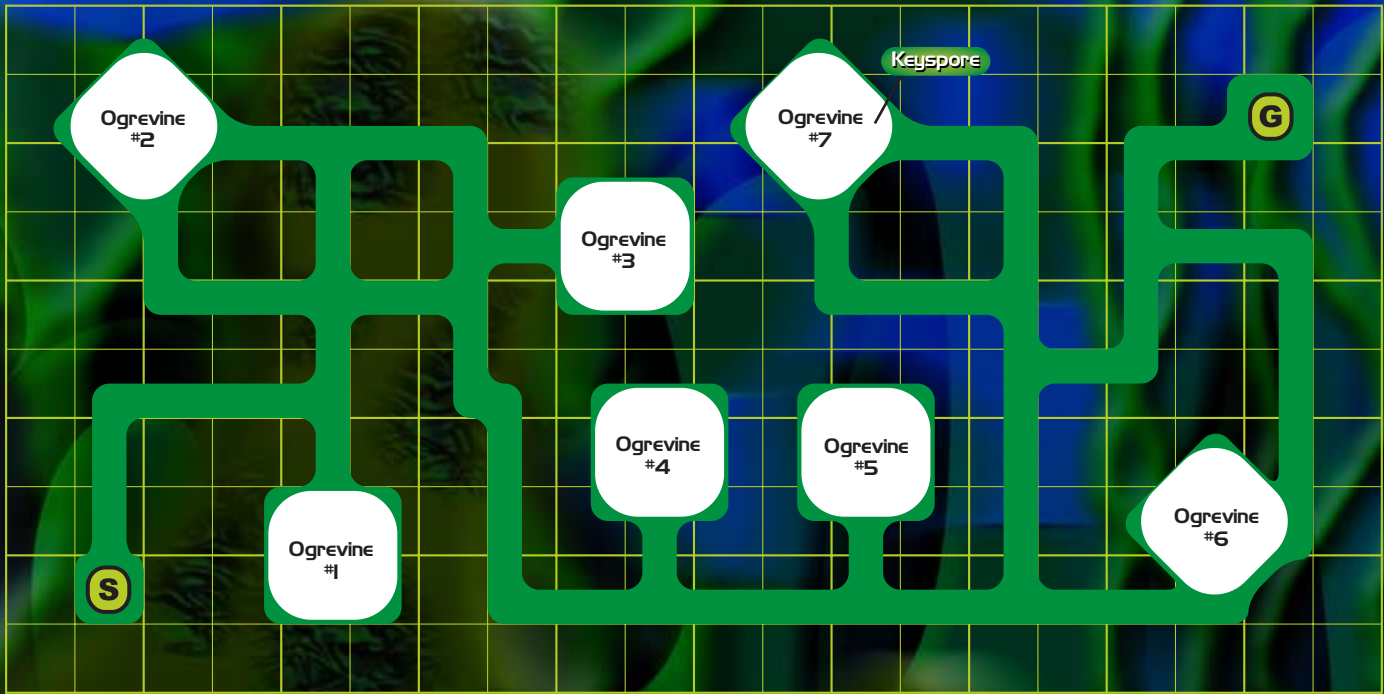
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Water Forest 3



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Boss Fight-Dela Yo-Yo (Ogrevine #7)



Fortunately this boss can't heal itself, which is unusual for a water-type creature. It uses Ramakia to increase its defenses, and Psycho Attack to drain all of your mana. Keep your defenses up as you ward off the Psycho Attacks,

then blast with all the firepower you have. Once it's defeated, pick up the Water Return. Gather the other dropped items and the Keyspore.

Earth Forest 3

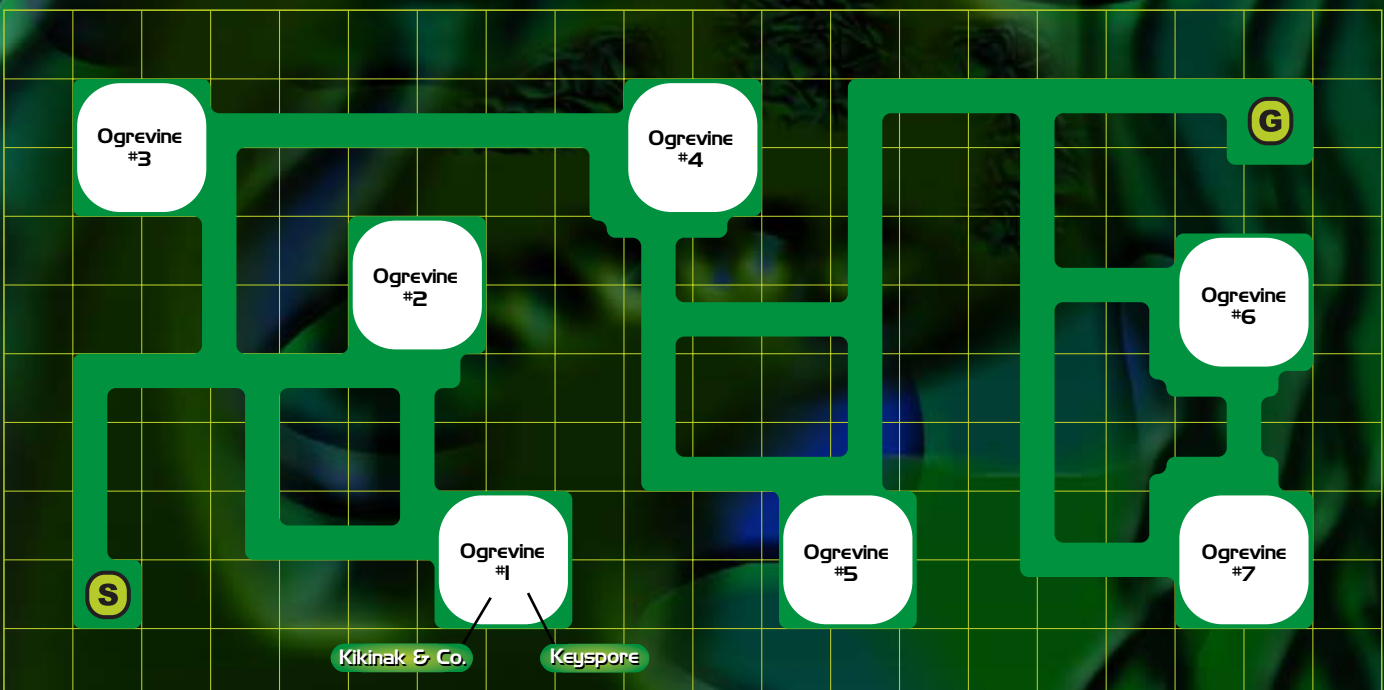
Groundwork I

Divine Beasts

Navi
Mush
Binoculars

Kalma Battle

Binoculars



Earth Forest 3

Kikinak & Co. (Ogrevine #1)

Visit the salesman at Kikinak & Co. The prices are twice as high as normal, but you receive a Tendai Uyaku as a present.



Apparently Kahu has a secret benefactor. Collect the Keyspore before leaving this Ogrevine.

Groundwork 2

Divine Beasts

Mush

Whorlie

Navi

Kalma Battles

Navi

Mush

Whorlie



Leif BeastHunter Battle (Ogrevine #4)



You can choose whether or not to fight this BeastHunter. If you do, boost your defensive line before assuming an attack posture. The enemy's Navis are susceptible to status attacks, so make good use of

them. After defeating the BeastHunter, you receive the Leif Medal.

Gara BeastHunter Battle (Ogrevine #7)

Another BeastHunter is willing to fight if you're ready. Be sure you have recovered from the last battle before starting this one.



the Gara Medal if you defeat him. Collect the Keyspore after the battle.

Fire attacks work well against the Fangblers, but watch out for their Spirit Blast attacks. This guy has very powerful attacks, so keep a defensive shield up. The enemy's beasts are susceptible to status attacks. You receive

Kikinak & Co. (Ogrevine #9)

If you need items before moving on to Groundwork 4, buy them at the Kikinak & Co. store in Ogrevine #9. Remember that items purchased away from the Temple are more expensive.



Groundwork 3

Divine Beasts

Mush
Mayen
Froggy

Kalma Battles

Mayen
Froggy

Gara BeastHunter (Ogrevine #5)

Talk to the Gara BeastHunter to learn about the Gara Divine Beasts. His tips are quite useful. Afterward, get the Keyspore.



Groundwork 4

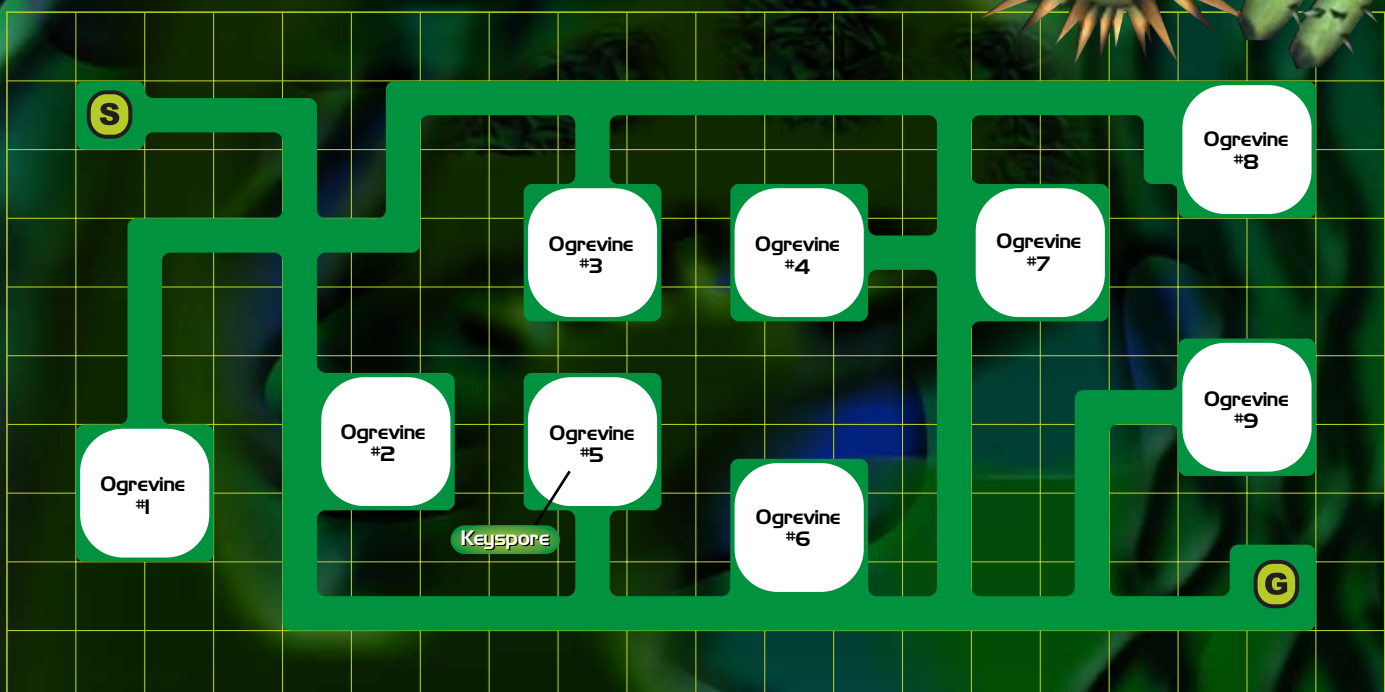
See Map on Page 60

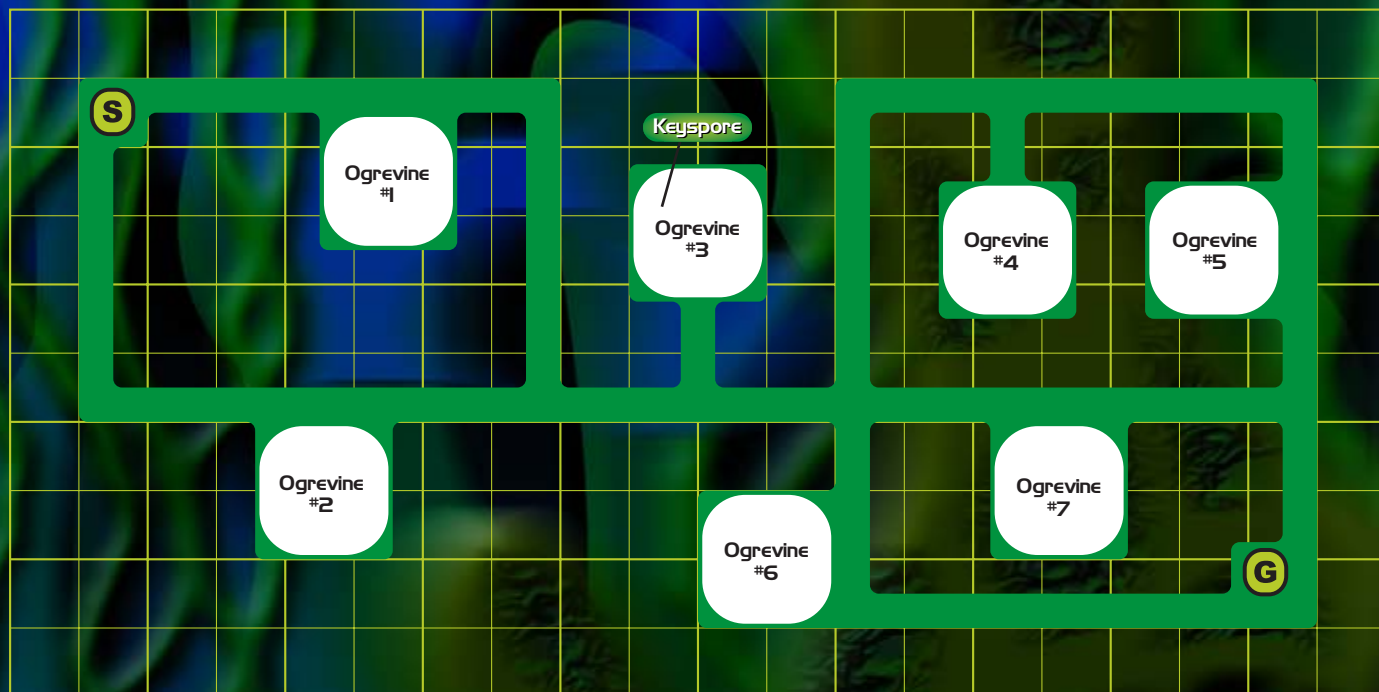
Divine Beasts

Mush
Sulligan
Mayen

Kalma Battle

Sulligan



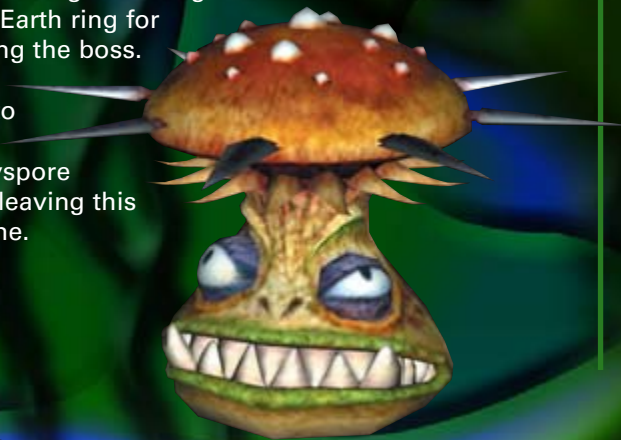


Boss Fight-Shroomie (Ogrevine #3)



Shroomie is one tough mushroom. It protects itself with Barridia, forcing you to have at least two attack beasts to cut through its defenses. Its Psycho Attack quickly drains your beasts' mana, and

the Dash attack can defeat a beast in a single blow. Attack fast, then quickly protect yourself. Don't worry if Shroomie drains the mana of your main attack beasts. You need a beast that can either put Shroomie to sleep or set up a wall whenever Shroomie begins to store up energy. If you don't act fast, one of your creatures will soon be gone. You get the Barren Earth ring for defeating the boss. Don't forget to pick up the Keyspore before leaving this OGREVINE.



Evolving Divine Beasts (Ogrevine #4)

This guy has some advice on evolving your beasts. Once you find out how to make an evolved form, do so immediately. The sooner you do it, the stronger it will be.



Fire Forest 3

Firewalking I

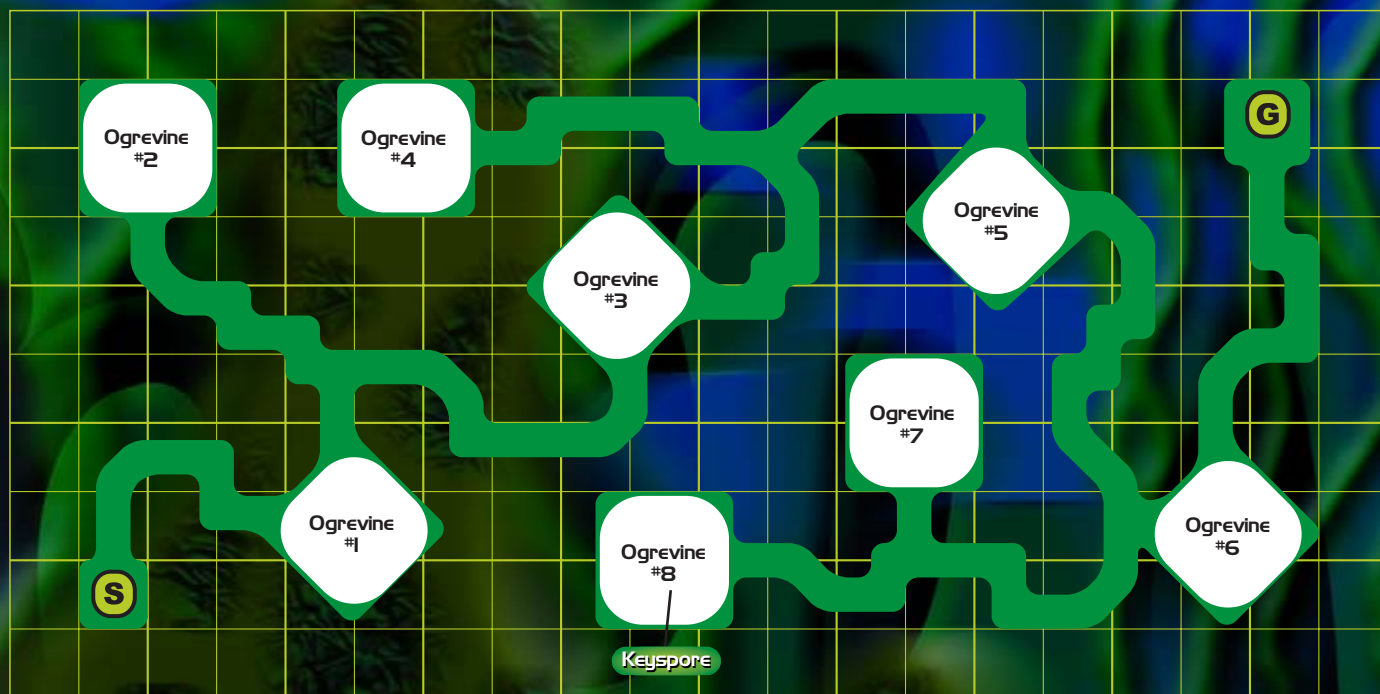
See Map on Page 61

Divine Beasts

Tiral
Mardreck
Skuiemel

Kalma Battles

Skuiemel
Mardreck



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Encounter with Kalma (Ogrevine #3)

Tomahawk has a new Divine Beast he's anxious to try out. However, instead of Kahu battling, Kahu's Kalma appears.

There's nothing for you to do once the Kalma takes over. It doesn't take him long to wipe out all of Nam's Divine Beasts. Of course, after the battle Kahu knows nothing of what occurred. Kahu's anger released the Kalma within.



Firewalking 2

See Map on Page 62

Divine Beasts

Tiral
Mardreck
Hammertail

Kalma Battles

Dongle
Tiral

Wu Remembers (Ogrevine #3)

Wu tells Kahu the story of his village of long ago. The Cocoon Master abandoned the old village of Golan and it was soon destroyed. With their home destroyed, the villagers began to roam the forests. No

one is left who was born and raised in Golan. Even though the village is gone, it still lives on in the hearts of the people of Golan.

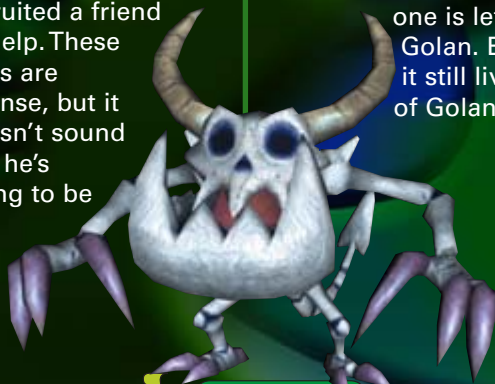


The Lost Cocoon (Ogrevine #8)



That BeastHunter is still looking for the lost cocoon and he's recruited a friend to help. These guys are intense, but it doesn't sound like he's going to be

finding it anytime soon. Collect the Keyspore after listening to these two BeastHunters argue.



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Fire Forest 3



The Thief (Ogrevine #5)

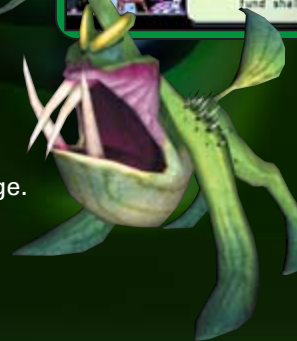
A BeastHunter accuses Kahu of being a thief and insists upon battling him. This BeastHunter believes Kahu stole his cocoon. He won't listen, so be prepared to battle some pretty tough Divine Beasts. The Ad Muhlia attack used by the Skalchus can eliminate a party member in one quick move. Keep Resurrects handy just in case.



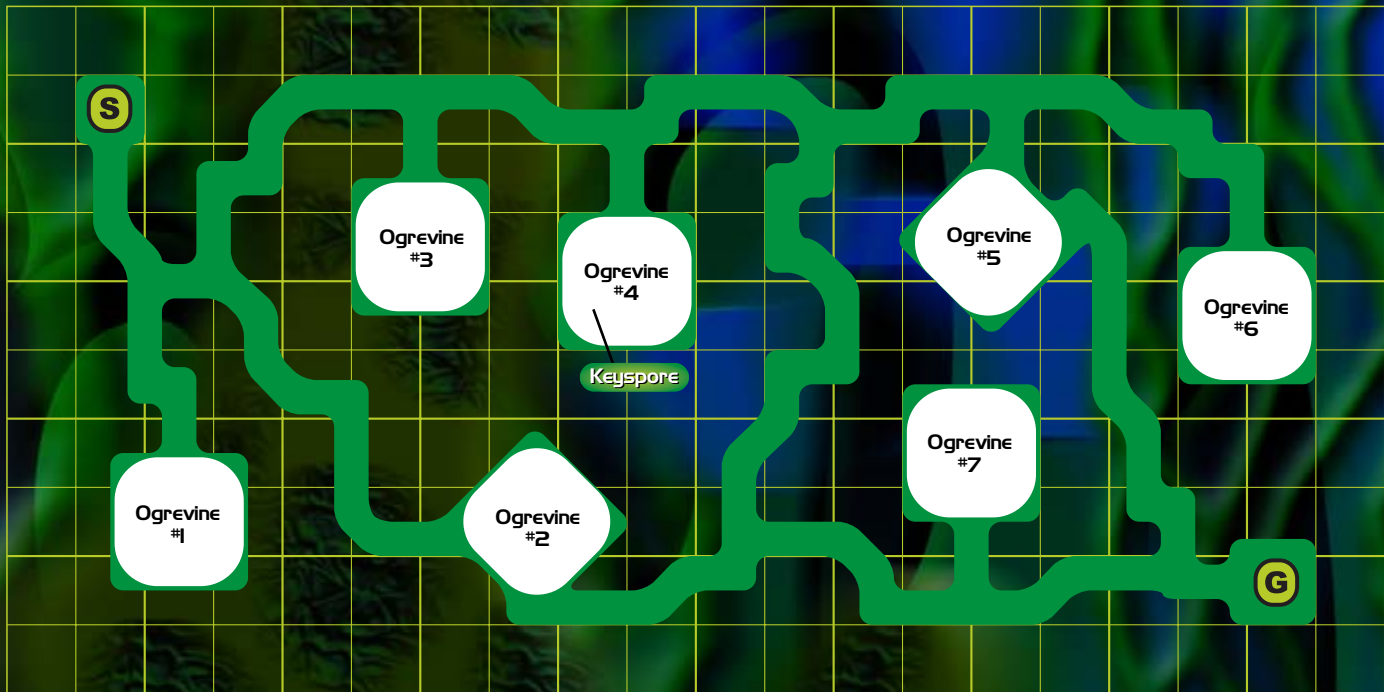
When you defeat this BeastHunter, you pick up the Attacking Book. The BeastHunter disappears before Kahu has a chance to explain that he's not the thief. Get the Keyspore after the battle.

The BeastHunter Tournaments (Ogrevine #7)

Once again, you can earn some money by battling other BeastHunters in a forest Arena. There are three rounds, each one progressively harder than the one before. It costs 300Y to take the challenge, but if you win all three rounds you earn 2,800Y—not a bad chunk of change.



Firewalking 3



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Divine Beasts

Radreck
Sandowl
Tiral

Kalma Battle

Sandhawk

The Thief (Ogrevine #4)

The BeastHunter who accused Kahu of stealing his cocoon is back with his brother. According to this BeastHunter, it was Nam who stole the Divine Beast. The Birdman and Nam are in cahoots, stealing cocoons left at Kikinak & Co. That sounds like something that needs to be investigated. Collect the Keyspore before leaving this Ogrevine.



The Search for Nam (Ogrevine #1)



The search for the lost cocoon continues. That BeastHunter is certainly anxious to find Nam. It's hard to believe Nam would steal.

The Importance of Family (Ogrevine #2)

Wu's interested in Kahu's upbringing. Kahu realizes how much he misses his family. Get the Sleepy Book after talking to Wu.



Firewalking 4

See Map on Page 64

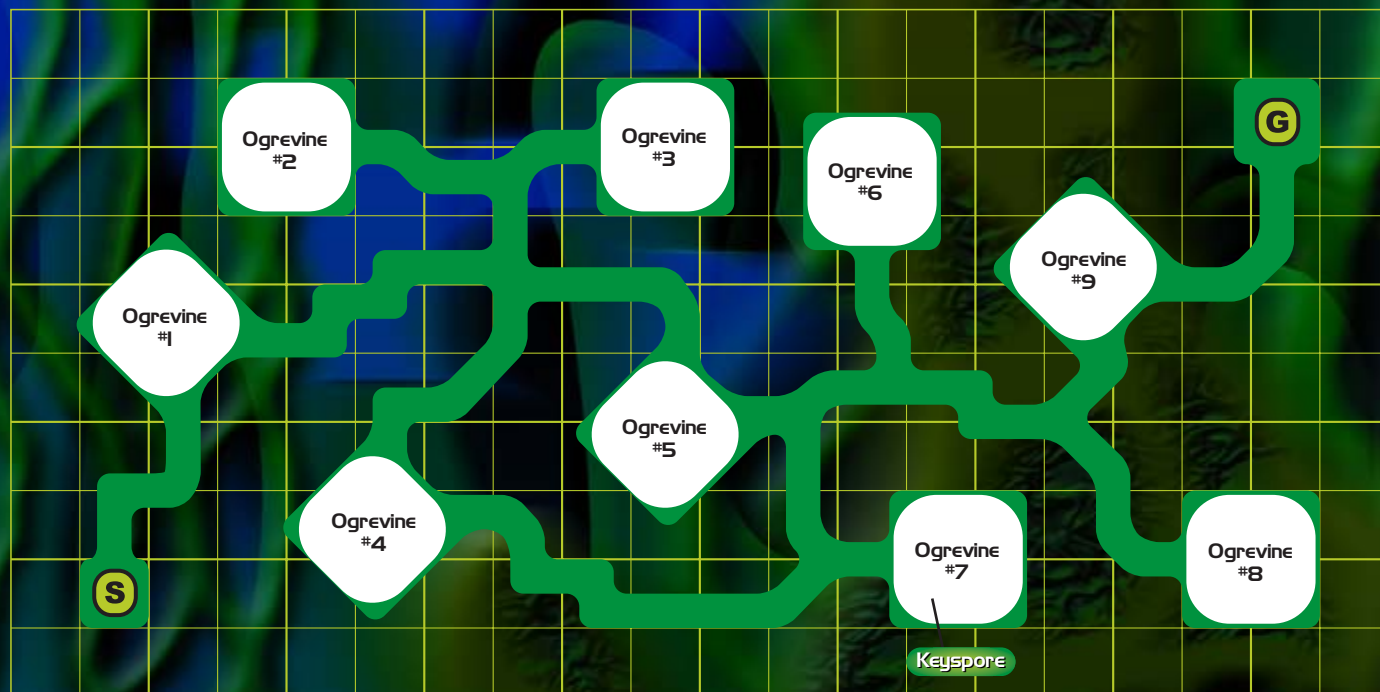
Divine Beasts

Radreck
Tiral
Skalchu

Kalma Battles

Radreck
Skalchu

Fire Forest 3



Boss Fight-Giralooza (Ogrevine #4)



Giralooza immediately tries to lower your defense by casting Samakia. Counter this effect with your own defensive skills before Giralooza can begin using its powerful attack spells, Agnite and Solia. Either fire

attack can seriously damage your Divine Beasts. Alternate between attacking, defending, and healing. Once the battle is over, pick up the Fire Tower. Collect the other items and the Keyspore before leaving this Ogrevine.

Wind Forest 4

Wind Patina I

See Map on Page 65

Divine Beasts

Flaredreg

Pataronga

Brollopelan

Kalma Battles

Bladreg

Ronga-Ronga

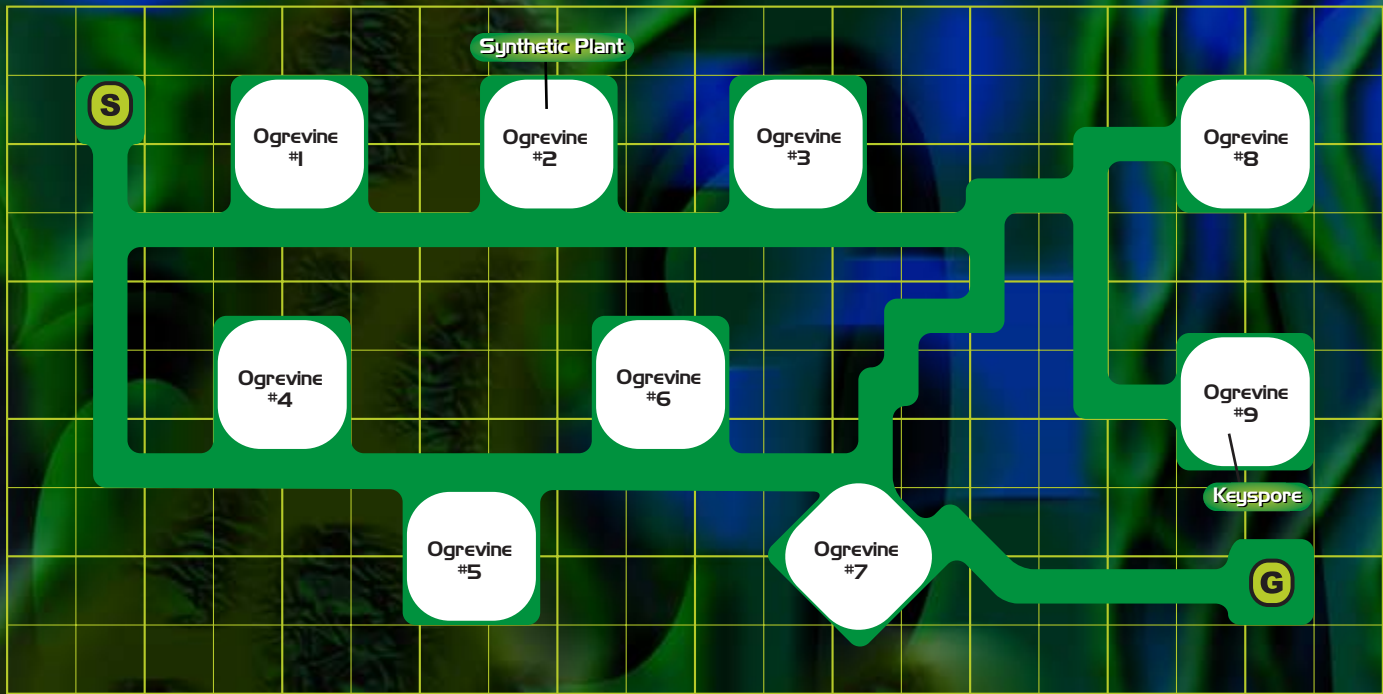
NOTE

By now you can take the fifth and final Advancement Test in the Arena. If you don't have a high enough reputation, perform some jobs and fight in the Arena. That seventh creature and fifth shield come in handy in the battles to come.

Alco BeastHunter Battle (Ogrevine #5)

Battle ensues when you step into Ogrevine #5. This BeastHunter relies on speed for his battle formation. Buy time for your group to heal if they've been pelted repeatedly with Psycho and Dark Attacks. Put up a wall if you have it and let a healing beast do its thing. Watch your mana and beware of the Dark Attacks. This guy's lineup makes it hard for your beasts to hit and robs them of their skills. When you defeat this BeastHunter, he gives you an Alco Medal.





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A Tail to Study (Ogrevine #9)



With all the excitement of meeting Yamu, Gil forgot about studying Kahu's tail. But now he would like to examine it. After he does, Gil explains that Kahu's tail is the mark of the Chosen One. Collecting the

Forest Orbs is Kahu's trial. After Kahu completes that mission, his tail will go away, but the mark remains and changes shape. Collect the Keyspore after talking with Gil.

Bug BeastHunter Battle (Ogrevine #5)



Keep beasts that have a natural immunity to poison up front to ward off the Poison Mist attacks. Attack with poison and Fire to defeat this BeastHunter. After winning, you get the Bug Medal.

Mau BeastHunter Battle (Ogrevine #8)

Kahu is mistaken for a Kalma by this BeastHunter and another battle begins. This BeastHunter has more Divine Beasts on his amulet than Kahu does, so this is tricky. His Divine Beasts have a wide range of attacks, making defense difficult. However, his beasts are susceptible to status attacks, so use them often after forming a frontline defense to ward off attacks. After the battle, the BeastHunter doesn't even realize he was fighting. For your efforts, the BeastHunter gives you a Mau Medal. Pick up the Keyspore before leaving this Ogrevine.



Wind Patina 2

See Map on Page 66

Divine Beasts

Hoho

Brollopelan

Bonedreg

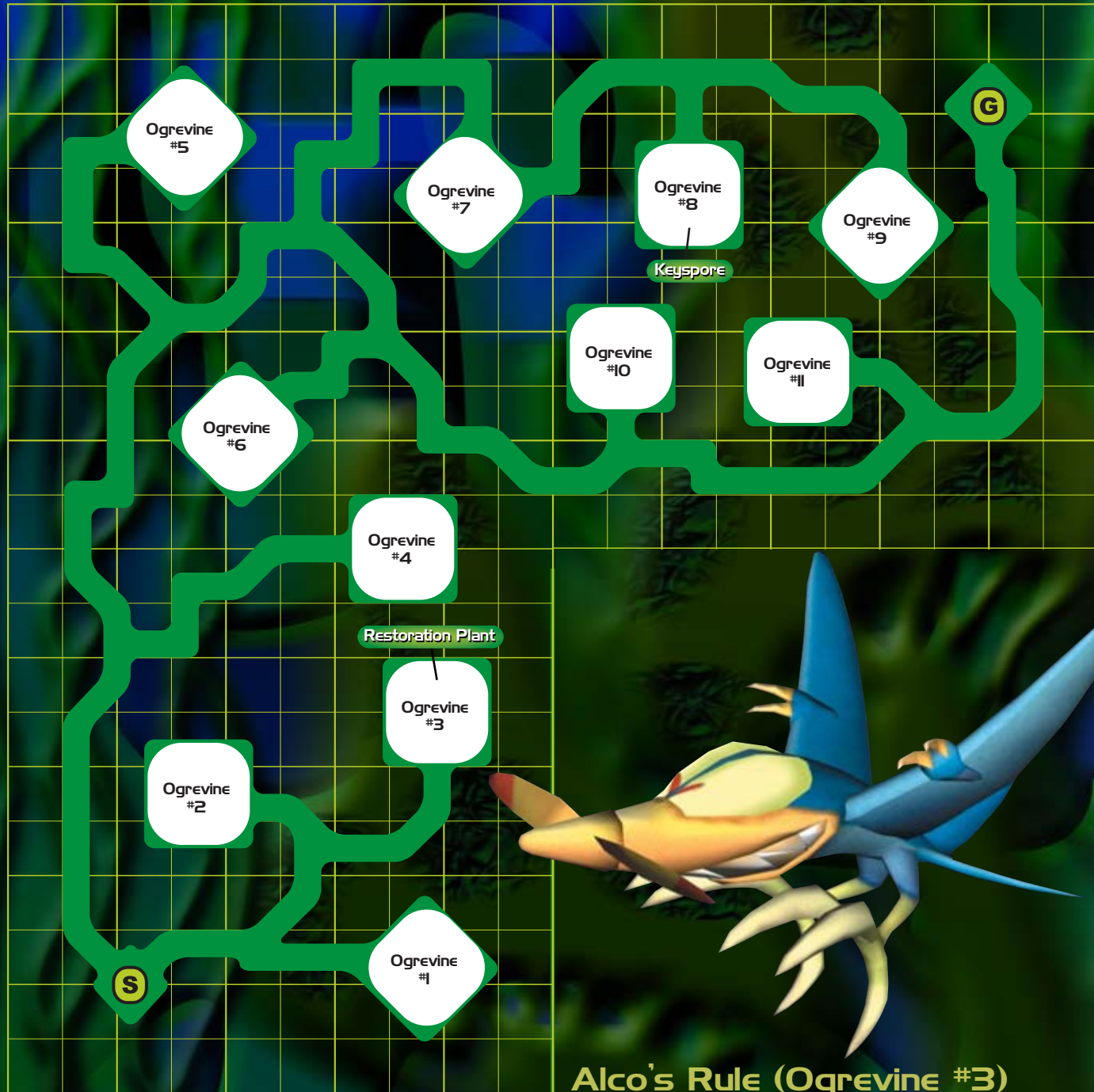
Kalma Battles

Clalco

Bauwerl



Wind Forest 4



Wind Patina 3

See Map on Page 67

Divine Beasts

Hoho

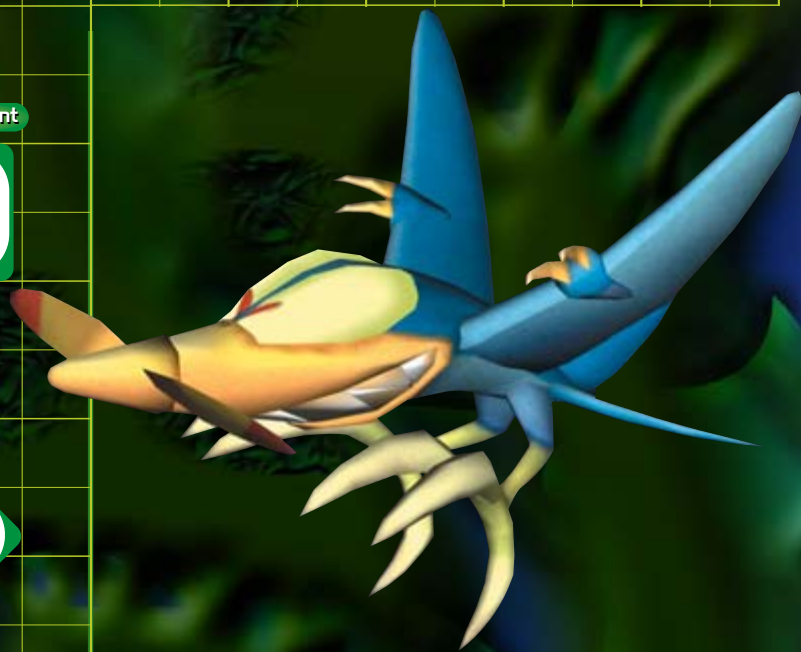
Brollopelan

Skalco

Kalma Battles

Kakabone

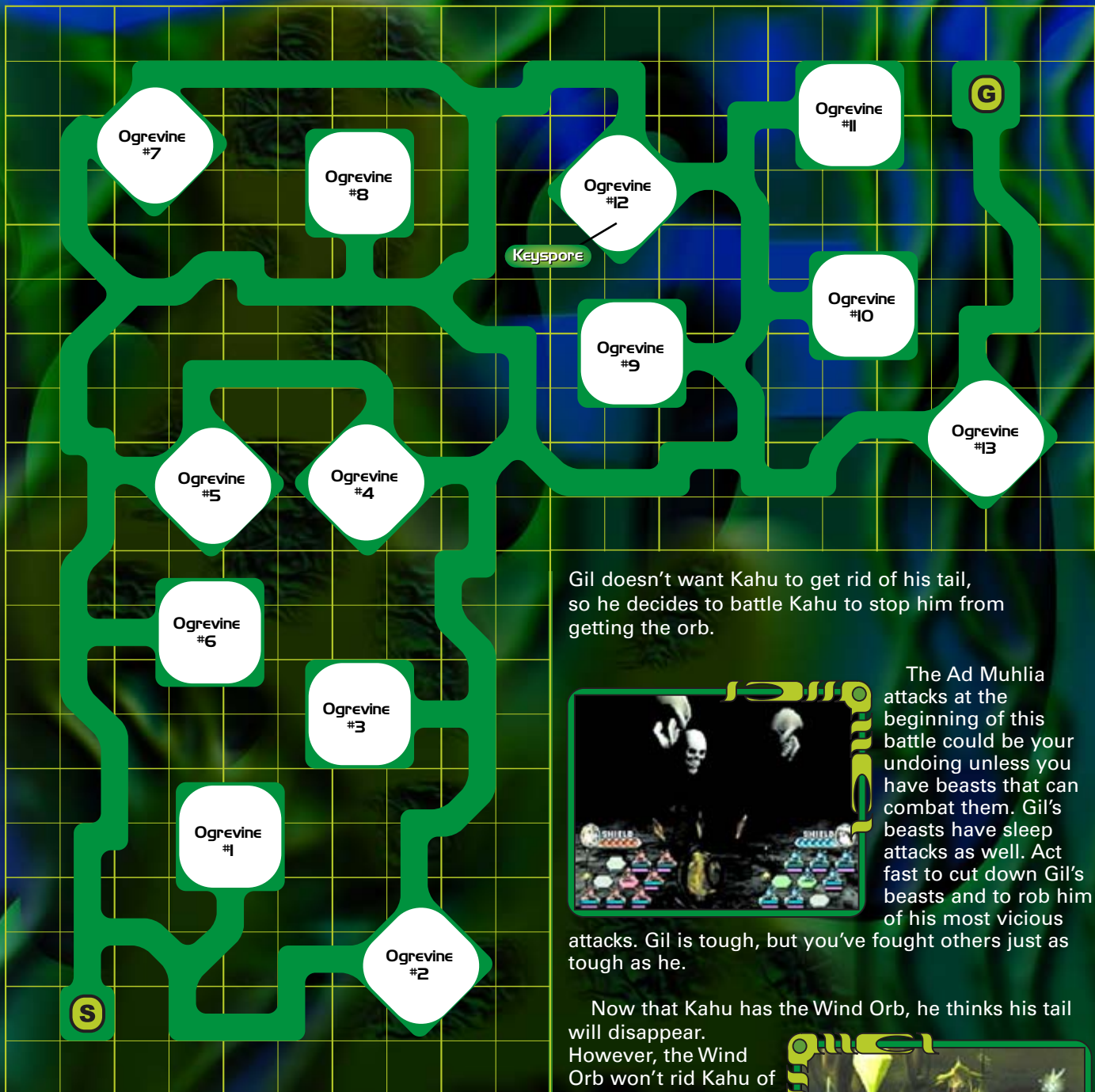
Gojet



Alco's Rule (Ogrevine #3)

Listen to the BeastHunter in OGREVINE #3 to pick up a Saxifrage. You can learn something from his babble about Alcos.





Gil doesn't want Kahu to get rid of his tail, so he decides to battle Kahu to stop him from getting the orb.



The Ad Muhlia attacks at the beginning of this battle could be your undoing unless you have beasts that can combat them. Gil's beasts have sleep attacks as well. Act fast to cut down Gil's beasts and to rob him of his most vicious attacks. Gil is tough, but you've fought others just as tough as he.

Now that Kahu has the Wind Orb, he thinks his tail will disappear. However, the Wind Orb won't rid Kahu of the curse. He must have all four Forest Orbs to break the evil spell. Back at the Temple, the Wind Orb is placed in the Throne Room.



Wind Patina 4

The Wind Orb

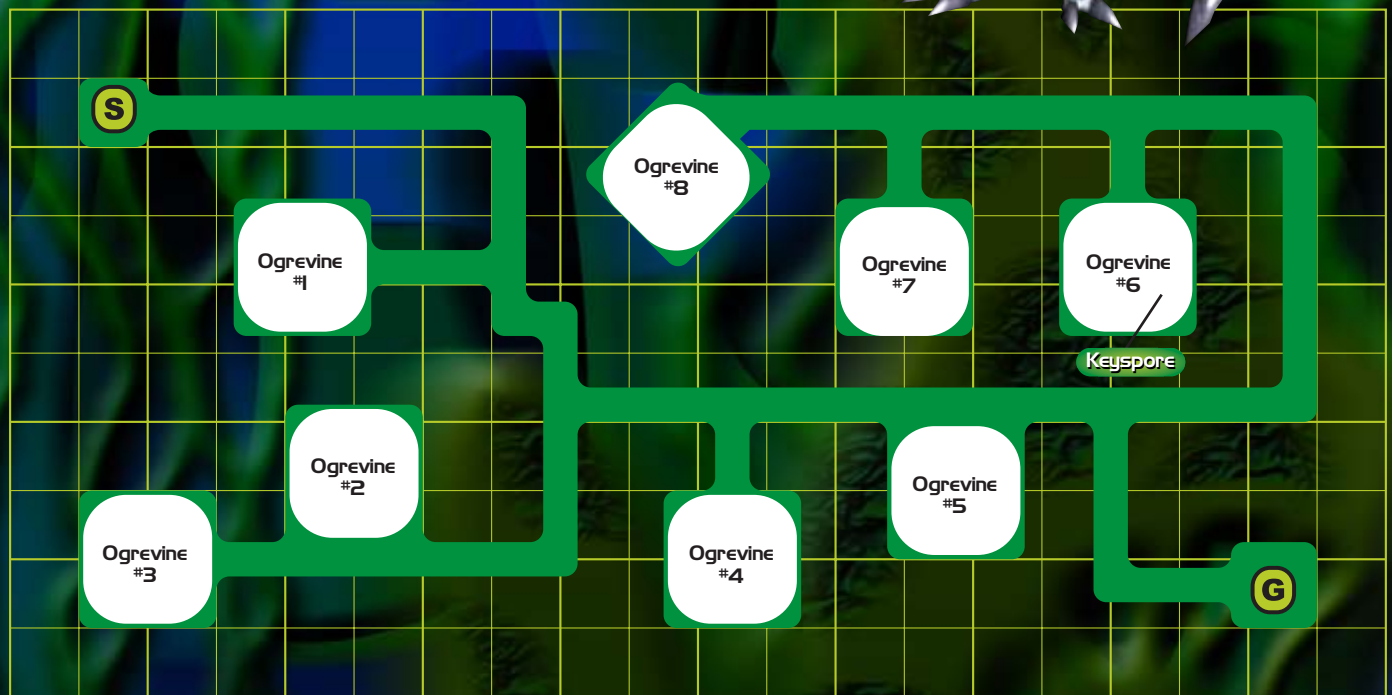
The Forest Orb is the linchpin of the forest. It is in a plant called the Great Vine. It does not shine except for one who is worthy, and now Kahu must show his power to the orb to prove his worth.





Water Forest 4

Water Return 1



Divine Beasts

Geso-Q

Ginuba

Garanuth

Kalma Battles

Garalhorn

Dakkon-Q

Na BeastHunter (Ogrevine #4)



Learn about recovery spells from this Na BeastHunter. As your beasts grow, so does the power of their spells.

Slimer, Slither, Wiggler! (Ogrevine #6)

Talk to this BeastHunter and get a Coptis that ups Slimy strengths. Collect the Keyspore before leaving this Ogrevine.



Water Return 2

See Map on Page 69

Divine Beasts

Ginuba

Zareen

Ribbebat

Kalma Battles

Sulligalanth

Froggress



A screenshot from the 'Battle of the Gods' event in Final Fantasy XIV. The scene depicts a large-scale battle on a floating island. In the foreground, a large, ornate, circular platform holds several characters, including a prominent figure in a blue and white robe. The background shows a vast, dark landscape with a large, glowing, circular structure in the distance. The interface at the bottom displays various game elements, including a mini-map, a list of active abilities, and a progress bar.

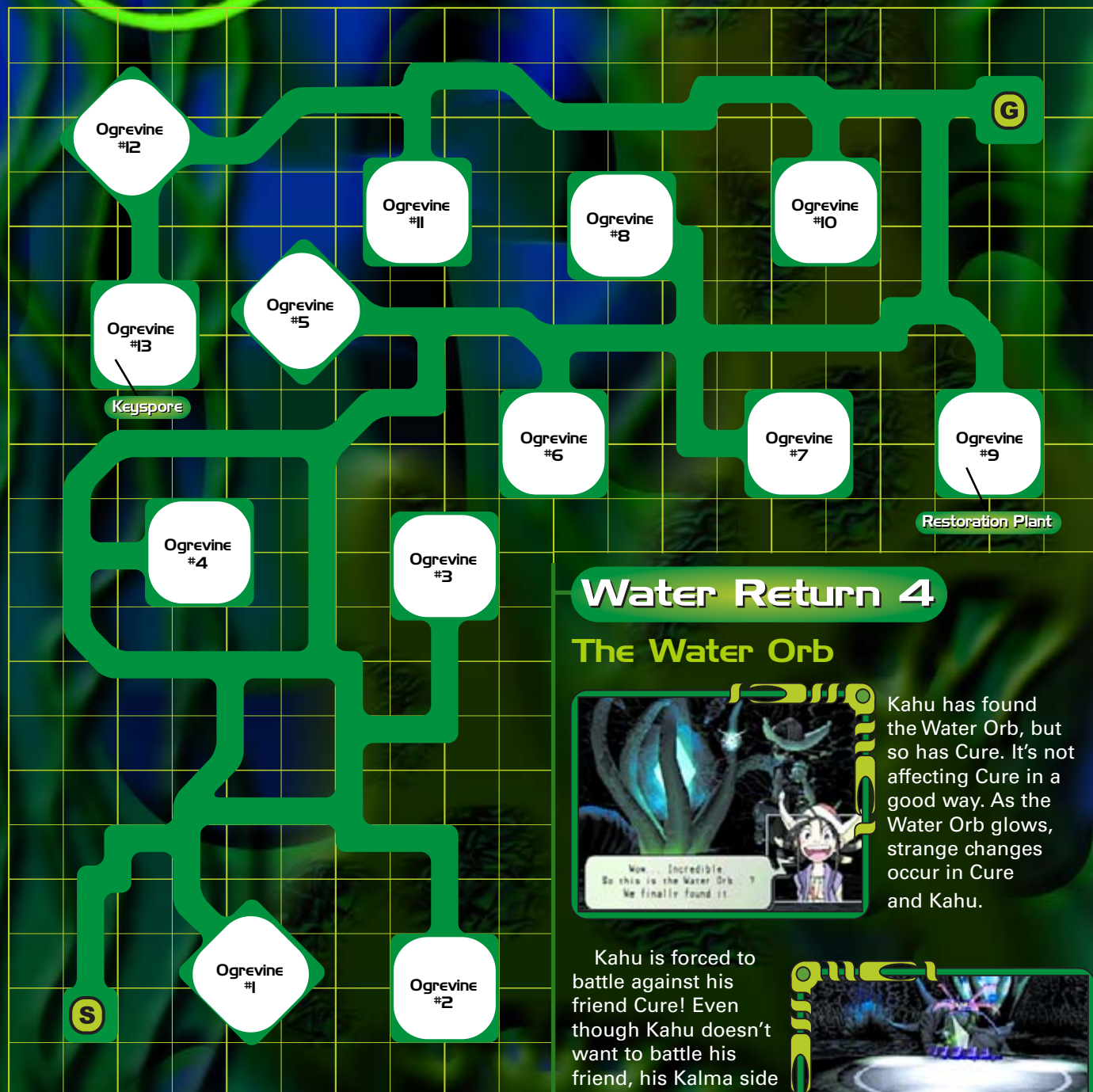
After you defeat this BeastHunter, pick up a Na Medal.

See Map on Page 70

Ginuba
Ribbebat
Anglorg

Ginugon
Ngonga





Cure's Warning (Ogrevine #13)

Cure hears bad noises in the forest and has been having evil feelings. Is it possible Kahu is getting closer to the orb? Get the Keyspore before leaving the Ogrevine.



Water Return 4

The Water Orb



Kahu has found the Water Orb, but so has Cure. It's not affecting Cure in a good way. As the Water Orb glows, strange changes occur in Cure and Kahu.

Kahu is forced to battle against his friend Cure! Even though Kahu doesn't want to battle his friend, his Kalma side takes over. Cure is no pushover. She boosts her defense with Ramakite, which makes it difficult to harm her. Her attacks are also powerful. Boost your defenses, as this may be a long battle. Have a healer ready and keep a battle item or two on hand to restore HP and MP. In the end it comes down to a slugfest of your attackers against her shields.





Cure succumbs to the assault. After Kahu defeats Cure, the Water Orb is picked up.

Earth Forest 4

Barren Earth I

Divine Beasts

Fangler

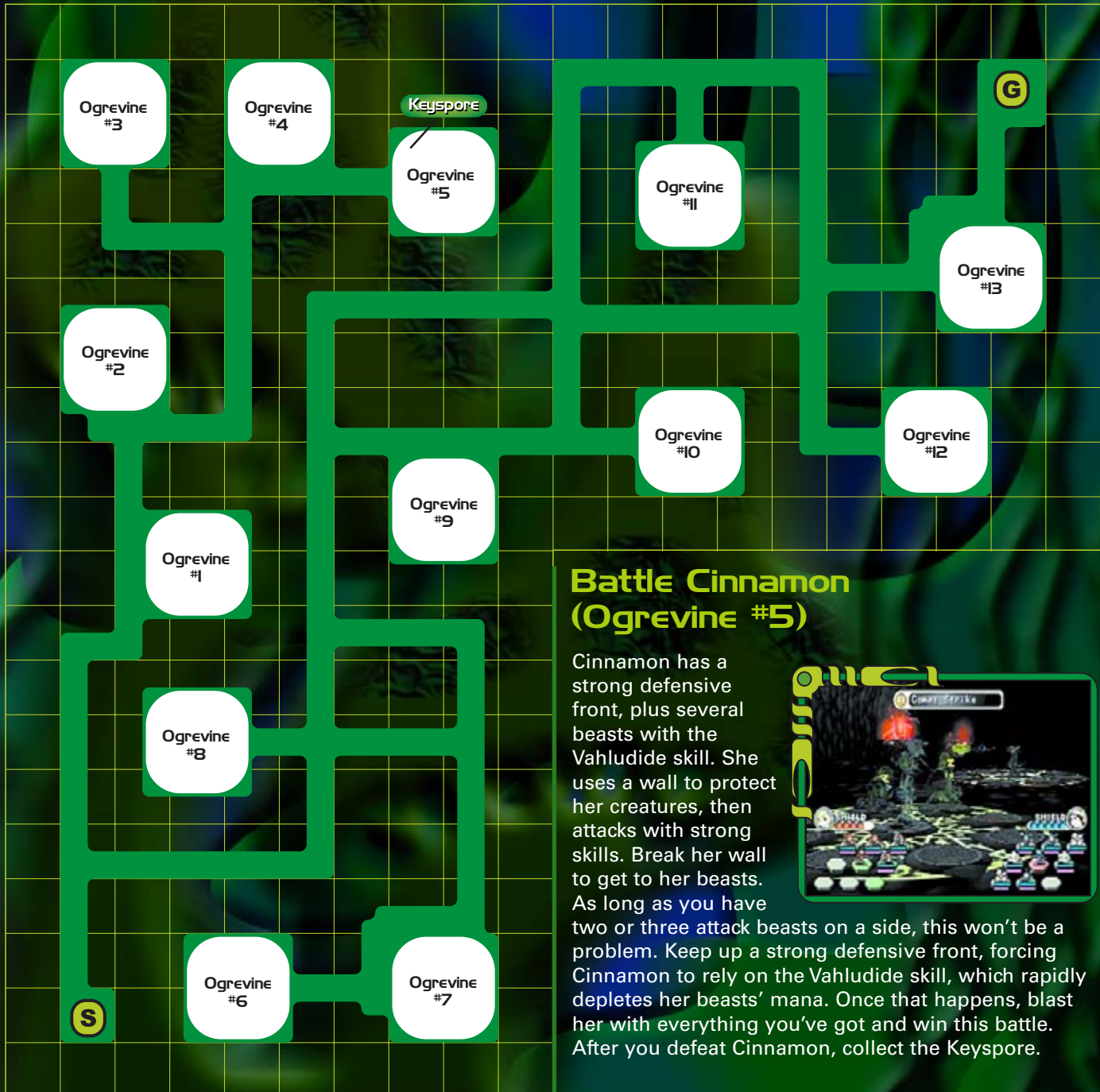
Gabulla

Mayen

Kalma Battles

Machoang

Majj



Battle Cinnamon (Ogrevine #5)

Cinnamon has a strong defensive front, plus several beasts with the Vahludide skill. She uses a wall to protect her creatures, then attacks with strong skills. Break her wall to get to her beasts.

As long as you have two or three attack beasts on a side, this won't be a problem. Keep up a strong defensive front, forcing Cinnamon to rely on the Vahludide skill, which rapidly depletes her beasts' mana. Once that happens, blast her with everything you've got and win this battle. After you defeat Cinnamon, collect the Keyspore.



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Earth Forest 4

Gara BeastHunter Battle (Ogrevine #8)



Another confused BeastHunter thinks Kahu is a Kalma. If you can cast sleep on this BeastHunter's squad and protect your own, you won't have problems. Most of his beasts are susceptible to status attacks. Watch out for

his triple attack. The High Spirits attacks cause more than 200 points of damage. When you defeat this BeastHunter, you get the Gara Medal.

Barren Earth 2

Divine Beasts

Fangler

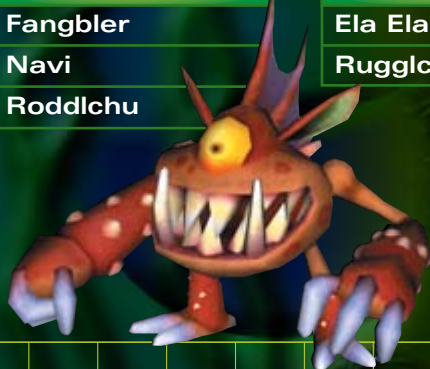
Navi

Roddichu

Kalma Battles

Ela Ela

Rugglchu



Cocona's Battle (Ogrevine #3)

It's Cocona's turn to battle Kahu. If Cocona loses, the Sweet Knights will disband. Because of that, Cocona doesn't want to battle. Collect the Keyspore after talking to her.



Leif BeastHunter Battle (Ogrevine #8)



You're either with the BeastHunters or against them according to this BeastHunter. Defeat the BeastHunter to get the Leif Medal.

Barren Earth 3

See Map on Page 73

Divine Beasts

Sulligan

Fangler

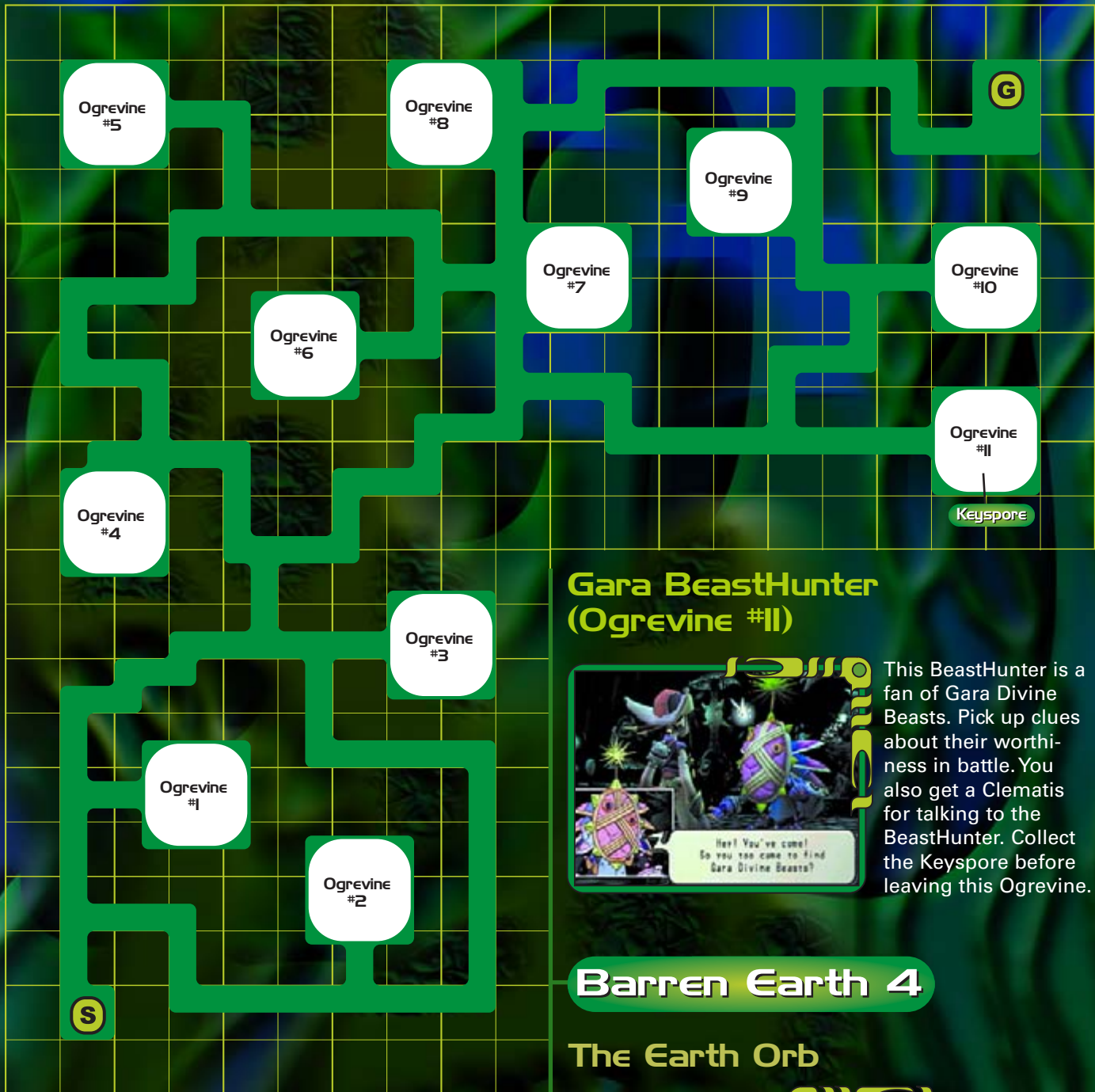
Navi

Kalma Battles

Scorpy

Sulligalan





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Gara BeastHunter (Ogrevine #11)



This BeastHunter is a fan of Gara Divine Beasts. Pick up clues about their worthiness in battle. You also get a Clematis for talking to the BeastHunter. Collect the Keyspore before leaving this Ogrevine.

Barren Earth 4

The Earth Orb

Cocona, Choco, Vanilla, and Cinnamon are here to stop Kahu from getting the Earth Orb. But Cocona, the leader of the Sweet Knights, battles Kahu this time.



The Leif BeastHunter (Ogrevine #8)

Chat with this BeastHunter to get his views on Leif Divine Beasts. For listening, you receive a Rhizome.



Earth Forest 4



This battle is easy. Cocona has four beasts and three shields. Don't take the creatures lightly—all of them can seriously hurt your creatures—but if you play smart you won't have any problems. After this battle, a new member can be added to the Sweet Knights.

Fire Forest 4

Fire Tower 1

Divine Beasts

Railler

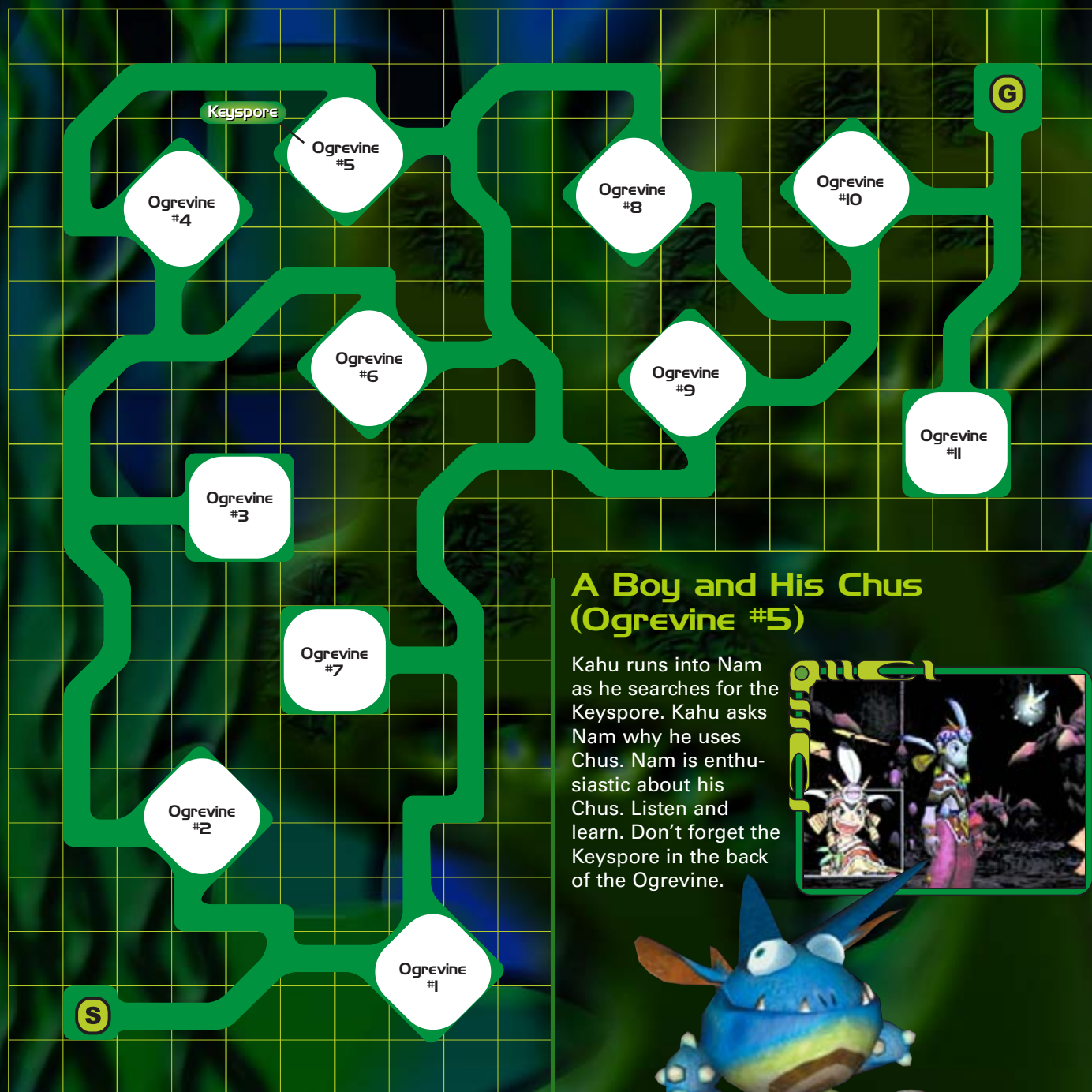
Tiral

Radreck

Kalma Battles

Mamagamma

Giralooza

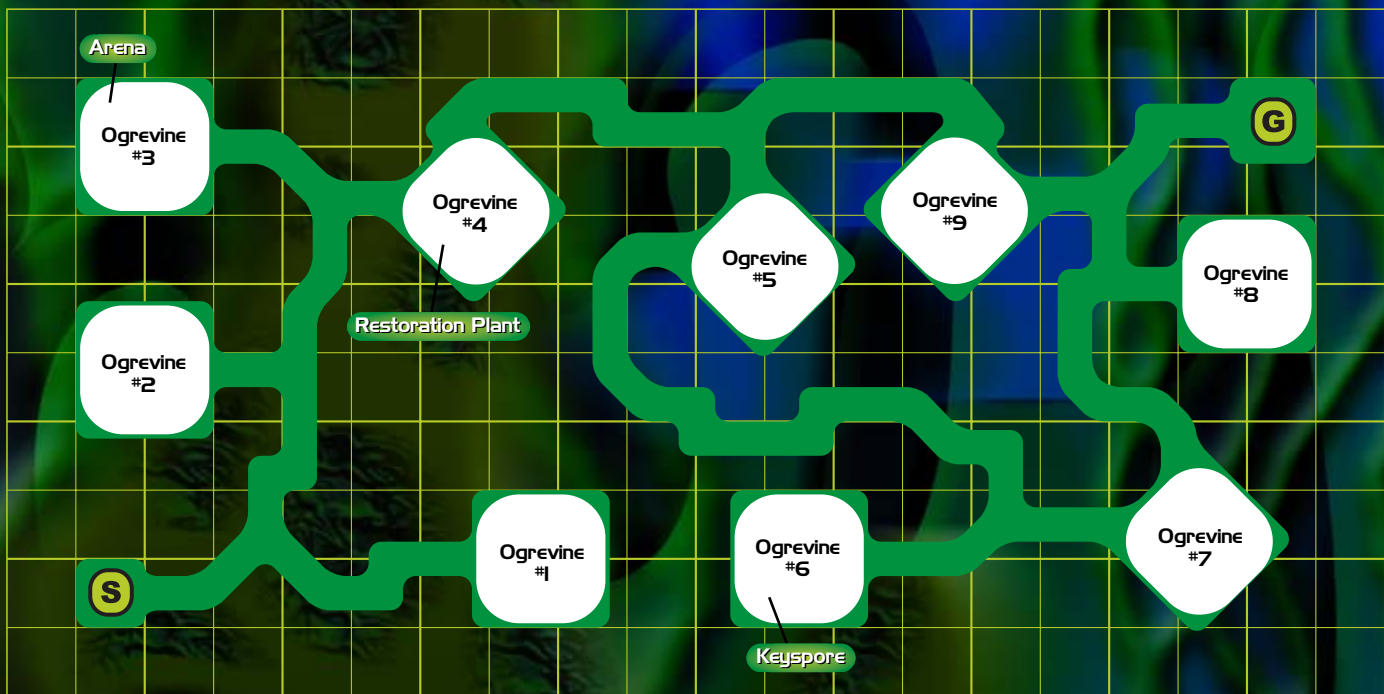


A Boy and His Chus (Ogrevine #5)

Kahu runs into Nam as he searches for the Keyspore. Kahu asks Nam why he uses Chus. Nam is enthusiastic about his Chus. Listen and learn. Don't forget the Keyspore in the back of the Ogrevine.



Fire Tower 2



Divine Beasts

Chamina
Bokklchu
Radreck

Kalma Battles

Chamiluna
Knucklchu

Drac BeastHunter Battle (Ogrevine #1)



This BeastHunter relies on a strong offense backed with a fair defense. His frontline beasts hit hard! Get your defenses up fast, or use sleep or stun. Get your attack beasts out there. When you win, you get a Drac Medal.

Forest Arena (Ogrevine #3)

Here's another Arena. This time the entry fee is 100Y. Conquer all three champions to walk away with a sum of 5,600Y. Not bad, but this isn't an easy Arena to conquer.



Ku BeastHunter Battle (Ogrevine #6)



Another BeastHunter thinks Kahu is a Kalma. Must be the tail. Before Kahu can explain, he's thrust into battle. Watch out for the BeastMaster's triple Soldona attack. It quickly can deplete the HP of an entire line of creatures. If

you can get past it, incapacitate his line with sleep skills, then lay waste to the sleeping beasts. When you pass this test, you get a Ku Medal. Find the Keyspore in the back of the Ogrevine.

Fire Tower 3

See Map on Page 76

Divine Beasts

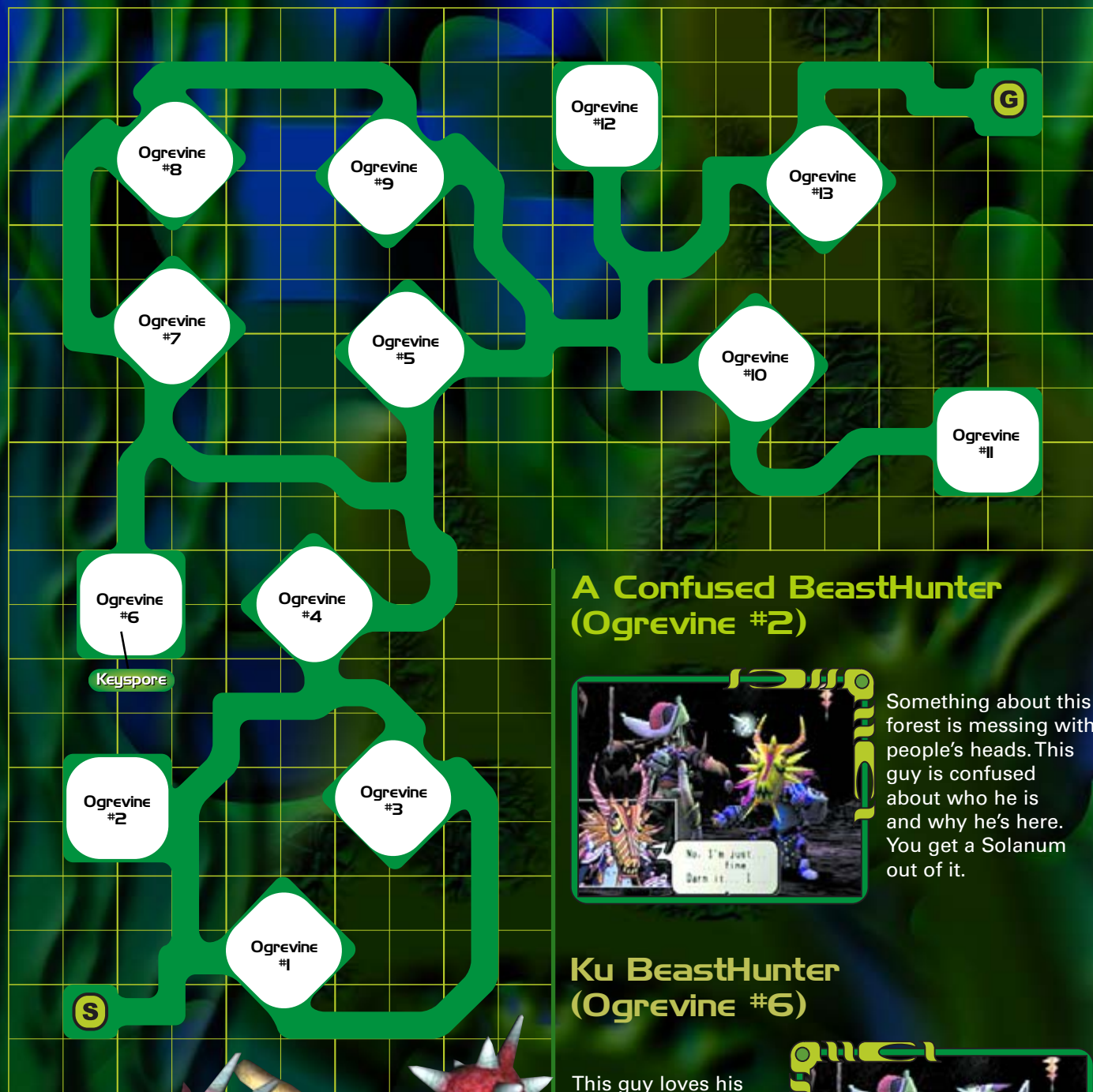
Bokklchu
Radreck
Mardreck

Kalma Battles

Blumen
Paradrager

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Fire Forest 4



A Confused BeastHunter (OGREVINE #2)



Something about this forest is messing with people's heads. This guy is confused about who he is and why he's here. You get a Solanum out of it.

Ku BeastHunter (OGREVINE #6)

This guy loves his Kus. Listen to him rant for a bit and get a Betel. Don't miss out on the Keyspore in the back of the OGREVINE.



Fire Tower 4

The Fire Orb



Both Wu and Nam have arrived ahead of Kahu. As the orb shines for Kahu, Nam is enraged and picks a fight with our hero to prove his worthiness to the orb.

Nam's lineup is full of heavy hitters that pack a punch. Use sleep to control the battle. Nam's beasts are susceptible to status attacks, so keep them under your spell. Keep your defenses up. With patience you'll win this battle.



Nam doesn't take the loss lightly, but Wu's wisdom can help him. You have collected the last of the orbs. Return to the Temple and break this evil curse.

The Dark Summoning

After you return to the Temple, buy and sell, complete jobs, check on your beasts, and do whatever else you need to do. Then come back to Levant and let him know you're ready.



The Dark Summoning succeeds and Kahu must face the evil Kalma within him. Kalma is by himself, but he's a tough nut to crack. He uses strong attacks, one of which poisons your creatures. Set up your

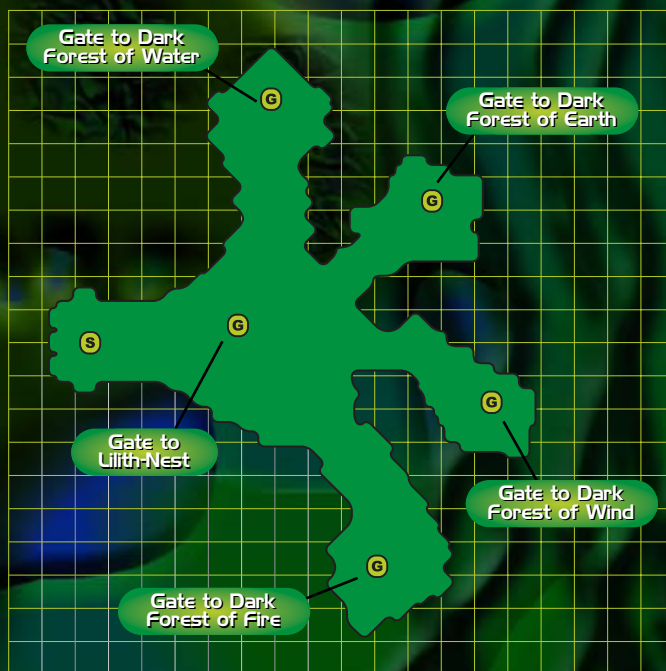
defenses right away and keep them up. The boss hits hard, so anything you do to cut down the damage helps. Shift your attackers and focus on heavy damage, healing, and protection. Most status attacks won't work, so don't waste time with them.

The battle is won, but this adventure is far from over. Things go crazy and unspeakable events occur. Sit back and enjoy the story as these events unfold before your eyes.

When you regain control of Kahu, take care of any business you have left in the Temple. You can't access the forests now, so enter the Forest of Darkness through the Kaya Gate in the Throne Room. Complete your preparations and head into the Darkness.



Forest of Darkness



Forest of Darkness

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A war against 4 souls who fell into Darkness. Set them free! I possess their souls.

The Forest of Darkness is unlike any area Kahu and Nico have ever seen. Here Kahu finds and confronts Levant. The once-noble Levant is no longer himself. Kahu must return light to the orbs while

finding the four Disciples of Darkness—people such as Levant who have fallen into darkness.

This area contains four gates, one for each element. Begin with whichever gate you wish.



Dark Forest of Water

Kalma Battles

Magender

Sembone

Dela Yo-Yo

To Get to the Blue Crystal

Dry River Level 1

Dry River Level 2

Stagnant Pond Level 3

Stagnant Pond Terminus

To Get to the Boss

Entrance of Darkness Dry River Level 1

Stagnant Pond Level 2

Abyss Level 3

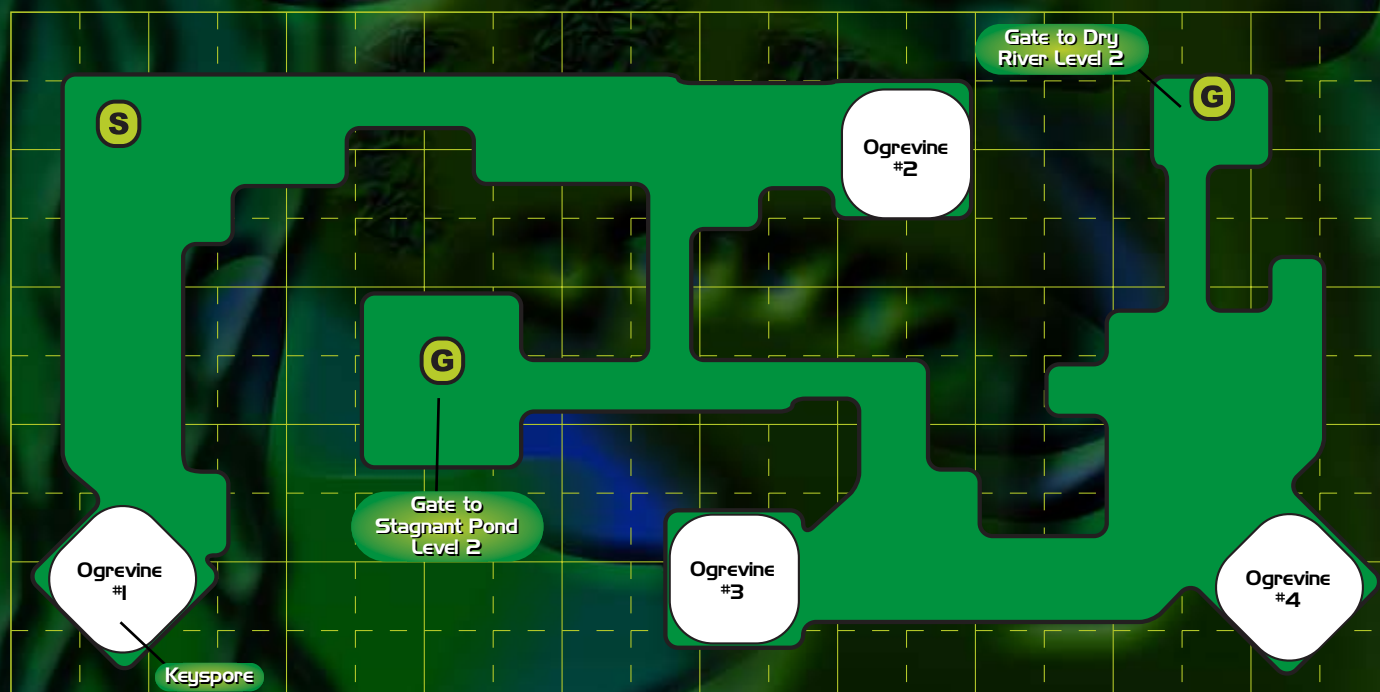
Dry River Level 1

Divine Beasts

Ribbebat

Mardreck

Ginuba



Dry River Level 2



Divine Beasts

Skuimel

Lupienne

Zareen



The Gate

You can't pass through this gate until you get a special key called the Blue Crystal, found in the Stagnant Pond Terminus.



Stagnant Pond Level 2

Divine Beasts

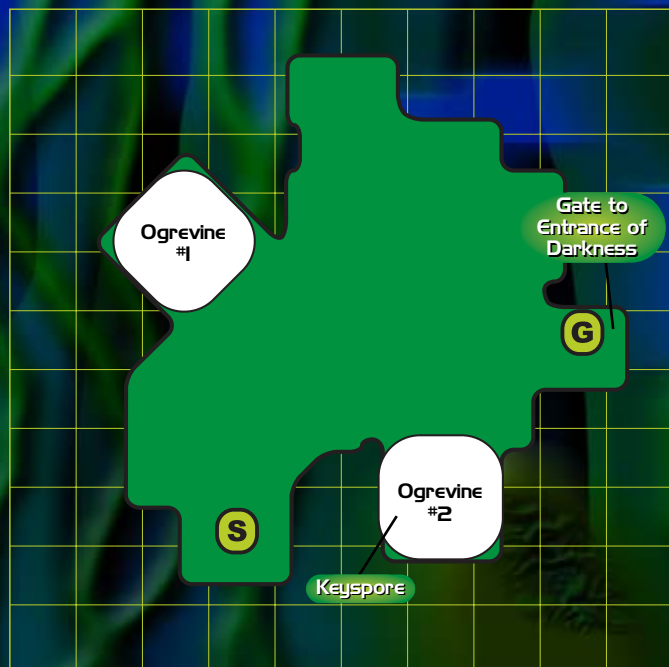
Lupienne

Zareen

Anglorg



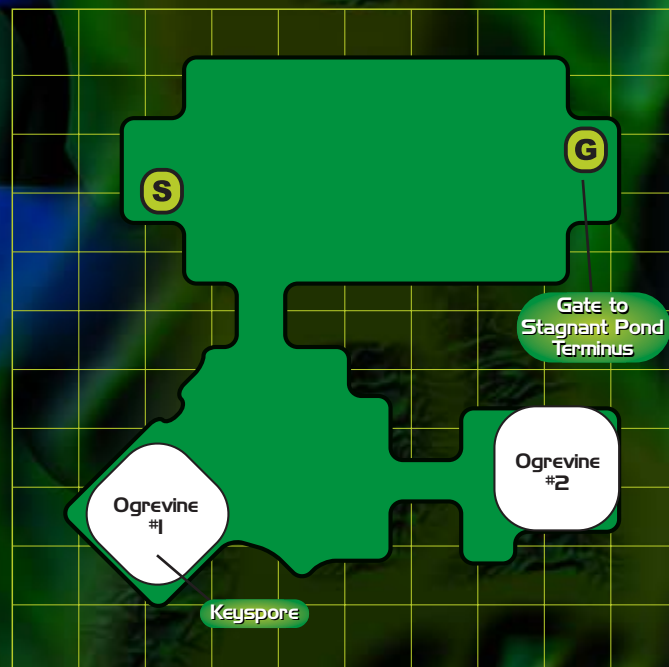
Dry Riverbed



Divine Beasts

Anglorg
Hoho

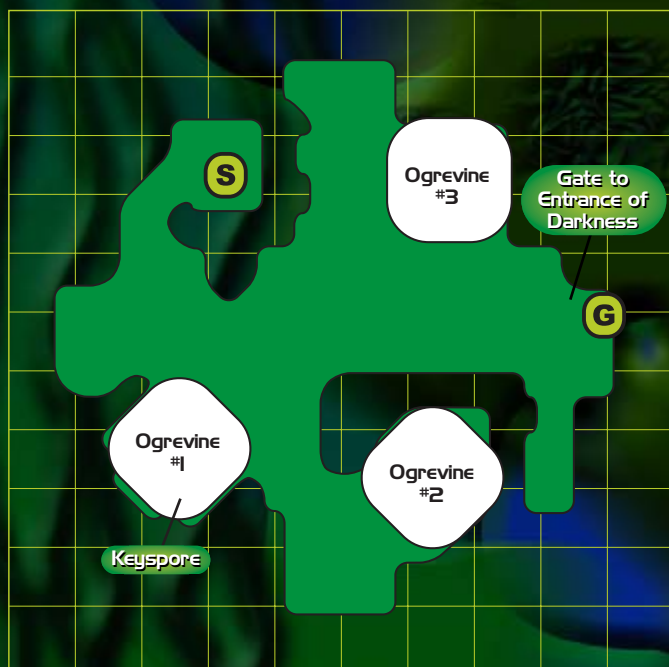
Stagnant Pond Level 3



Divine Beasts

Anglorg
Navi

End of the Stagnant Pond



Divine Beasts

Pokeyfish
Mayen

Abyss Level 3



Divine Beasts

Yo-Yo
Radreck

Stagnant Pond Terminus



Divine Beasts

Pokeyfish

Fangler

Boss Battle-Kalma (Ogrevine #3)



This water beast is serious competition. It fights alone, but its attacks can hit for more than 200 points of damage. Set up your defense quickly and then pound away. Don't bother with status attacks because this creature is almost totally resistant. When you defeat the creature you gain the Blue Crystal, which unlocks the gate in Stagnant Pond Level 2. Grab the Keyspore from the back of the Ogrevine.

you defeat the creature you gain the Blue Crystal, which unlocks the gate in Stagnant Pond Level 2. Grab the Keyspore from the back of the Ogrevine.



End of Forest of Water

When Kahu enters the End of the Stagnant Pond, the spirit of Cure greets him. However something seems terribly wrong with her.



Battle to Save Cure



Cure's spirit is transformed into a hideous beast. This gigantic monster cycles through four powerful attacks. It attacks with Life Crash (a hard-hitting attack that also drains a lot of mana), and Agnite (a strong fire

attack). Thwart these attacks with defensive spells or you'll spend all of your time healing and quickly run out of mana. The beast also uses Ad Slahnit, which casts sleep on your front line, and Ramakite to boost its defense. Notice the cycle as you battle. Once the beast uses Ramakite, it recasts it every fourth turn. The third turn, when the spell runs out, is your best chance to harm the boss. Then quickly heal while the boss recasts Ramakite. If you're careful, you'll come out of this one safely.

Once the battle is over, Cure and Kahu are friends again and the Water Orb is returned to the Temple where it belongs.



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Forest of Darkness

Forest of Darkness: Earth

Dark Forest of Earth

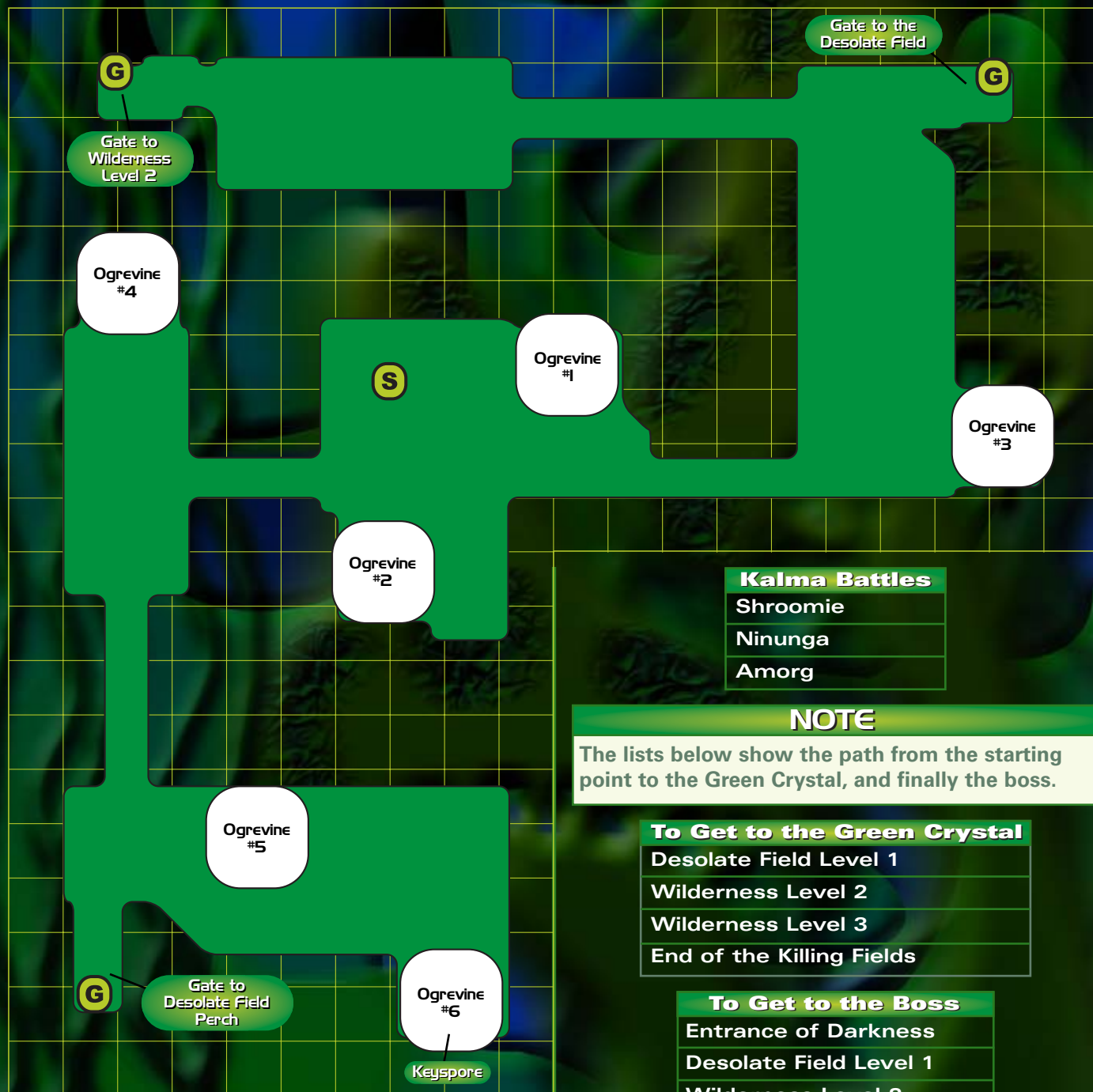
Desolate Field Level I

Divine Beasts

Gabulla

Fangler

Navi



Gate to the
Desolate Field

Gate to
Wilderness
Level 2

Ogrevine
#4

S

Ogrevine
#1

Ogrevine
#3

Ogrevine
#2

Ogrevine
#5

G

Gate to
Desolate Field
Perch

Ogrevine
#6

Key Spore

Kalma Battles

Shroomie

Ninunga

Amorg

NOTE

The lists below show the path from the starting point to the Green Crystal, and finally the boss.

To Get to the Green Crystal

Desolate Field Level 1

Wilderness Level 2

Wilderness Level 3

End of the Killing Fields

To Get to the Boss

Entrance of Darkness

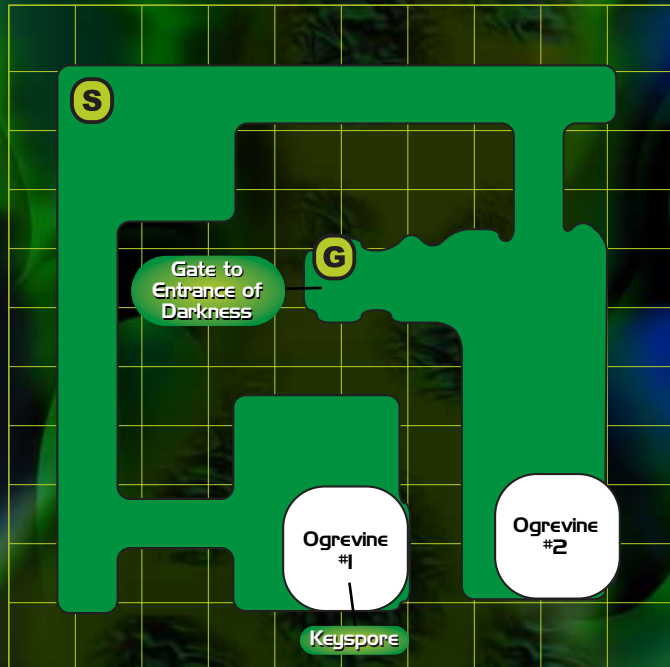
Desolate Field Level 1

Wilderness Level 2

Wilderness Level 3

Killing Fields Level 4

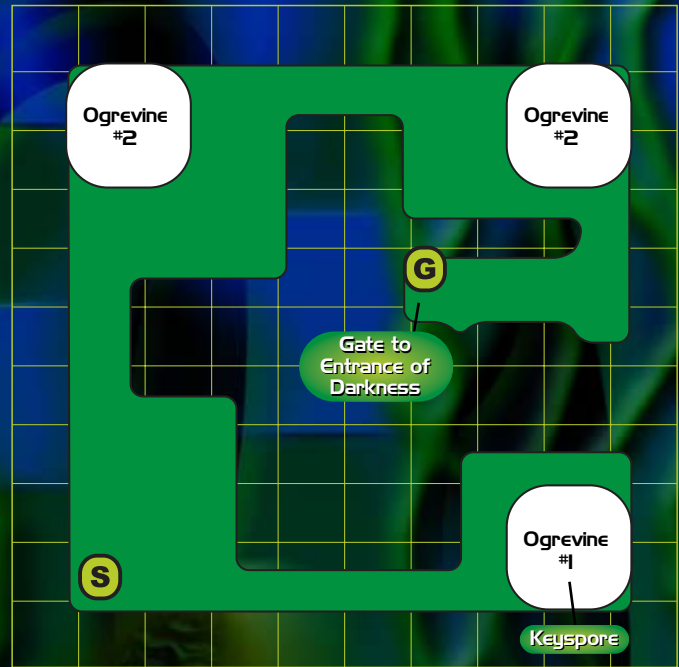
Desolate Field Perch



Divine Beasts

Fangler
Hambulancer

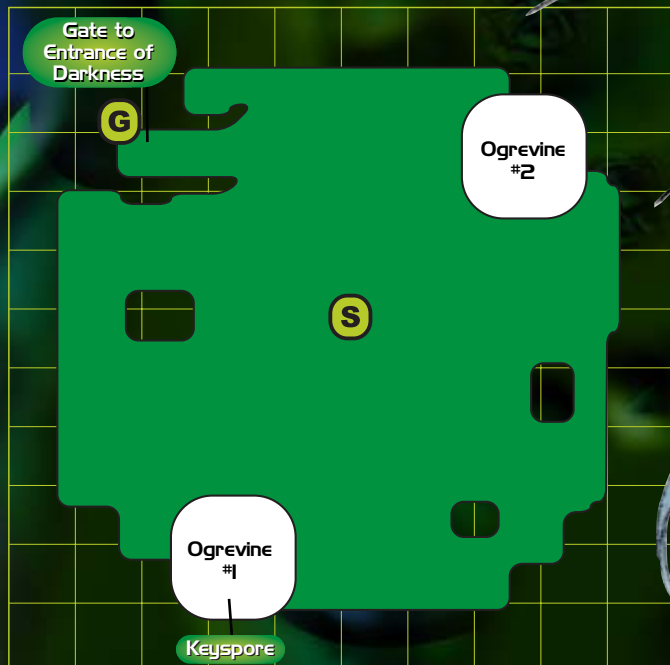
End of the Desolate Field



Divine Beasts

Mush
Gabulla
Roddlechu

Wilderness Level 2



Divine Beasts

Roddlechu
Navi



Forest of Darkness: Earth

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Wilderness Level 3

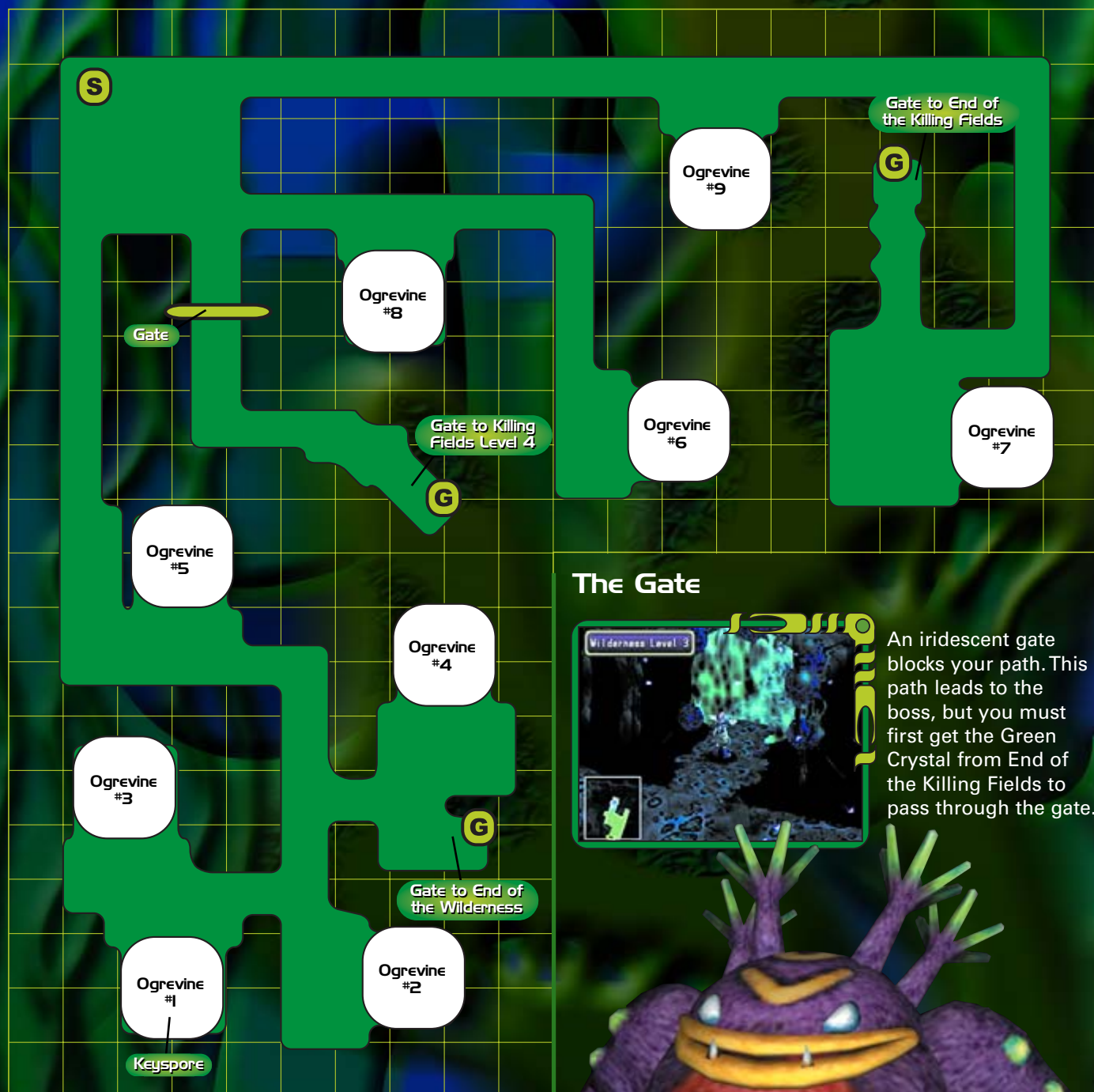
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Forest of Darkness: Earth



Divine Beasts

Sulligan

Mush

Ginubeat

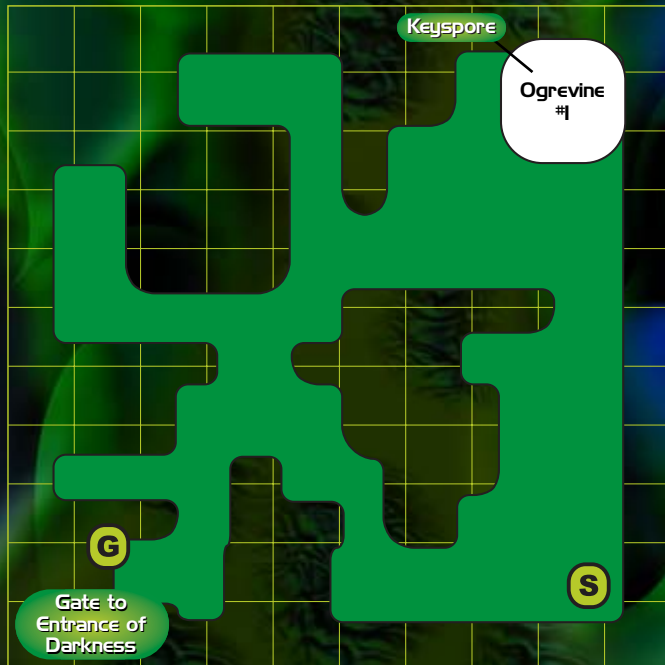
The Gate



An iridescent gate blocks your path. This path leads to the boss, but you must first get the Green Crystal from End of the Killing Fields to pass through the gate.



End of the Wilderness



Divine Beasts

Binoculars

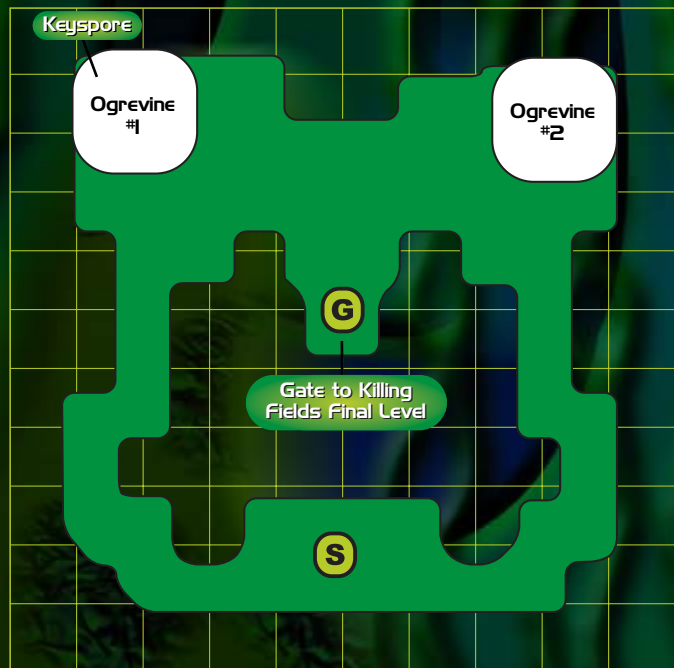
Bokklchu

The Green Crystal

This boss's variety of skills will keep your beasts on their toes. Keep your defenses up and be ready for the Power Drain attack—it can wipe out a beast with a single hit. Once you defeat the boss, you get the Green Crystal. You can now open the gate on Wilderness Level 3. Collect the Keyspore here, then use the gates to reach Wilderness Level 3.



Killing Fields, Level 4

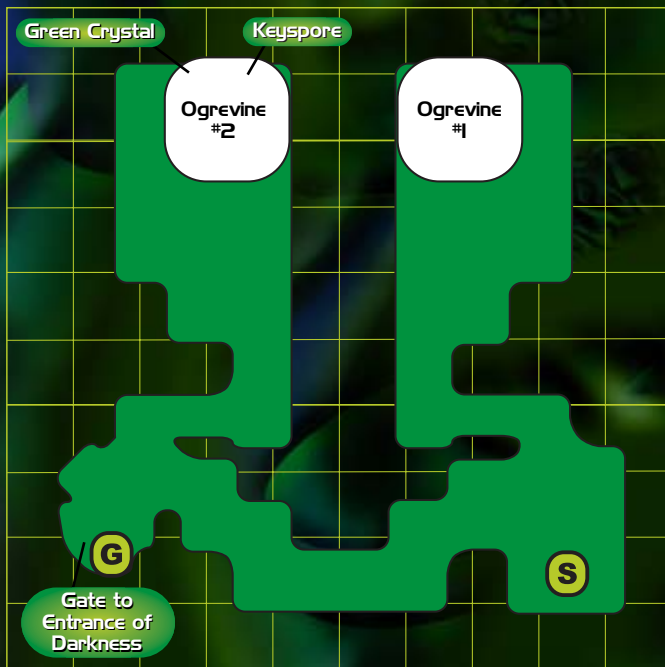


Divine Beasts

Wiggler

Pokeyfish

End of the Killing Fields



Divine Beasts

Binoculars

Radreck

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Forest of Darkness: Earth



Killing Fields, Final Level

Saving Cocona



Cocona questions the reasoning behind the existence of the Sweet Knights, but now may not be the best time to chat. A battle is what Cocona really wants.

The Mitrea skill greatly raises the defense of Cocona's Kalmas. Counter that with strong physical attacks to eliminate her strong defensive front. Her formation is very strange, leaving three open holes for you to strike directly at her. Poke through her defense to reach Cocona and eliminate her shields. Sleep also works well as her creatures are very susceptible to it. Cocona falls easily, but the battle is far from over.



Cocona is transformed into a hulking beast. She fights with very strong attacks and uses a skill that raises her Attack, Defense, and Speed parameters with every turn. Keep up any shields or walls you have and

alternate between your offensive positions. Even if you have to return to defense every other turn, a long battle where everyone survives is better than a quick demise for all your Divine Beasts. Status attacks such as sleep, stun, and poison work very well against this boss.



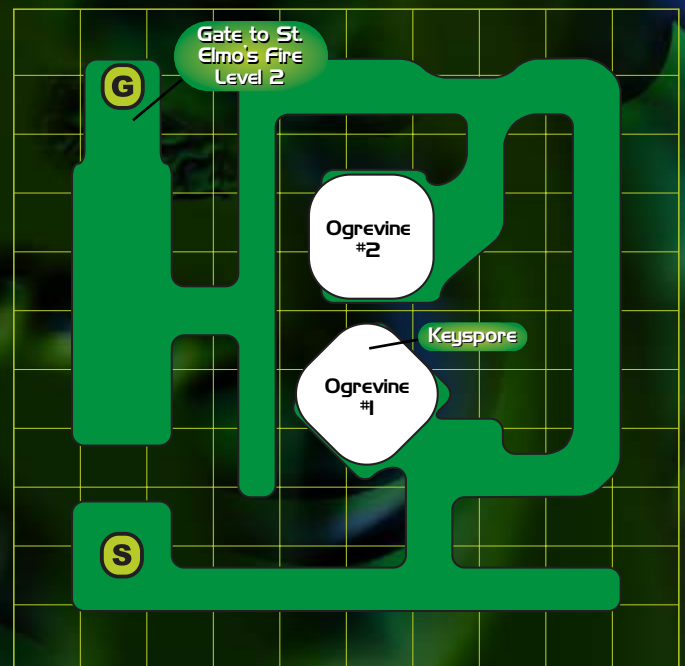
Once Cocona has been defeated, she disappears, but you obtain the Mark of Earth. When Kahu returns to the Temple, the light for the Earth Orb is bright.



Forest of Darkness: Fire

Dark Forest of Fire

St. Elmo's Fire Level 1



Gate to St. Elmo's Fire Level 2

Ogrevine #2

Keyspore

Ogrevine #1

Divine Beasts

Bokklchu

Papillone



Forest of Darkness: Fire

Tiral
Radreck
Sandowl

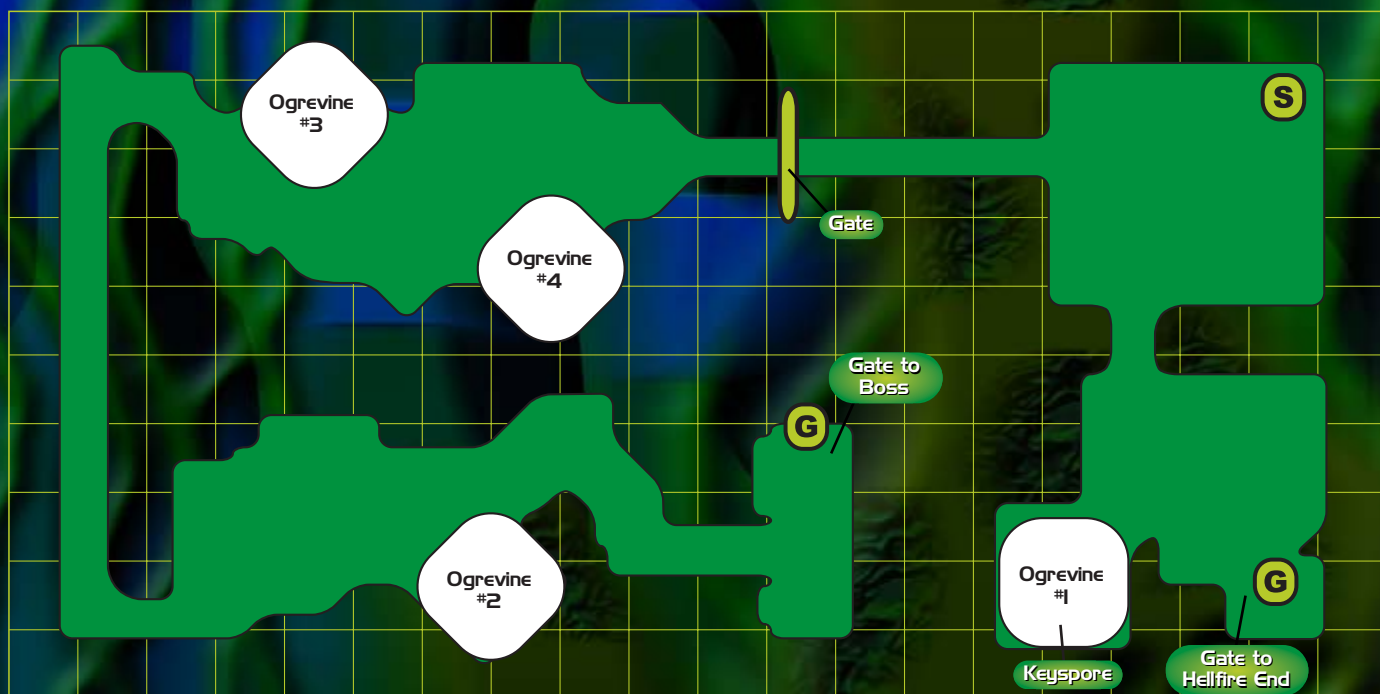
Dela Getchu
Nildrager
Devilchu

The lists below show the path from the starting point to the Red Crystal, and finally the boss.

St. Elmo's Fire Level 1
St. Elmo's Fire Level 2
Blaze Level 3
End of Blaze

Entrance of Darkness
St. Elmo's Fire Level 1
St. Elmo's Fire Level 2
Hellfire Level 1

Hellfire Level I



Divine Beasts

Radreck
Ryunos
Skalchu

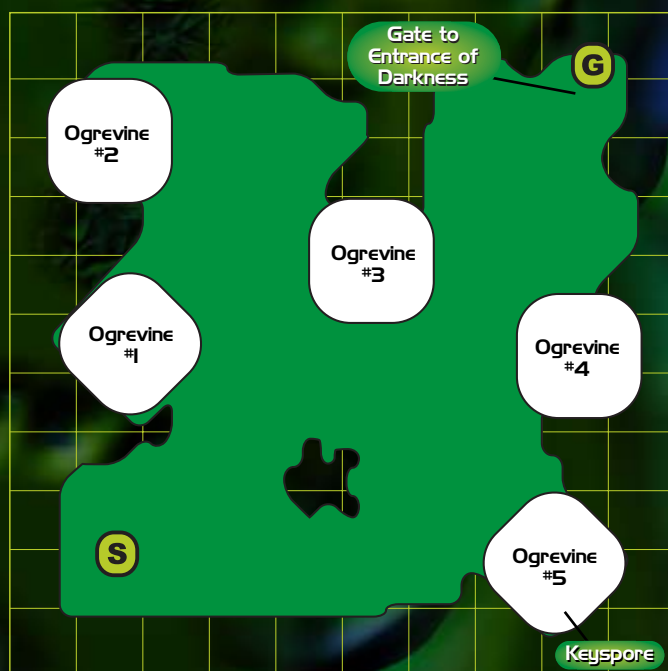
The Gate



To reach the boss for this area you must unlock the red gate blocking your path. Find the key, a Red Crystal, in the End of the Blaze level.



Hellfire End



Divine Beasts

Mardreck
Ginuba

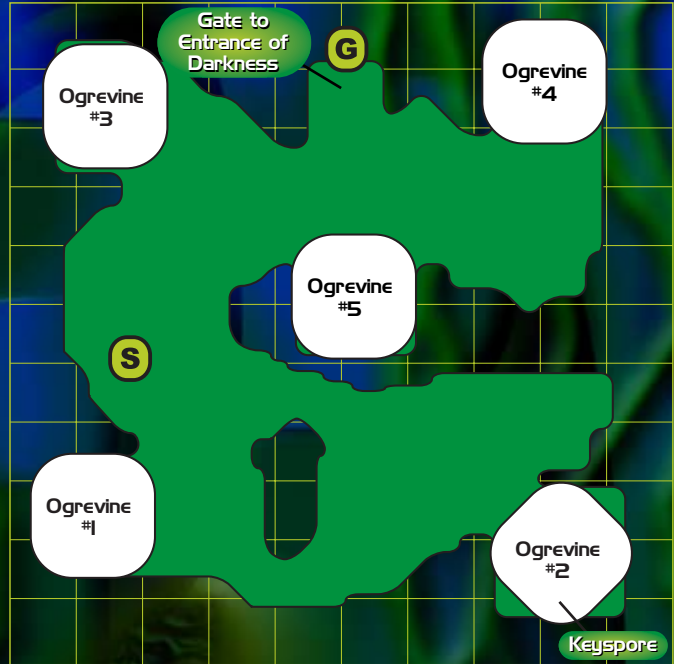
End of St. Elmo's Fire



Divine Beasts

Sulligan
Chamina

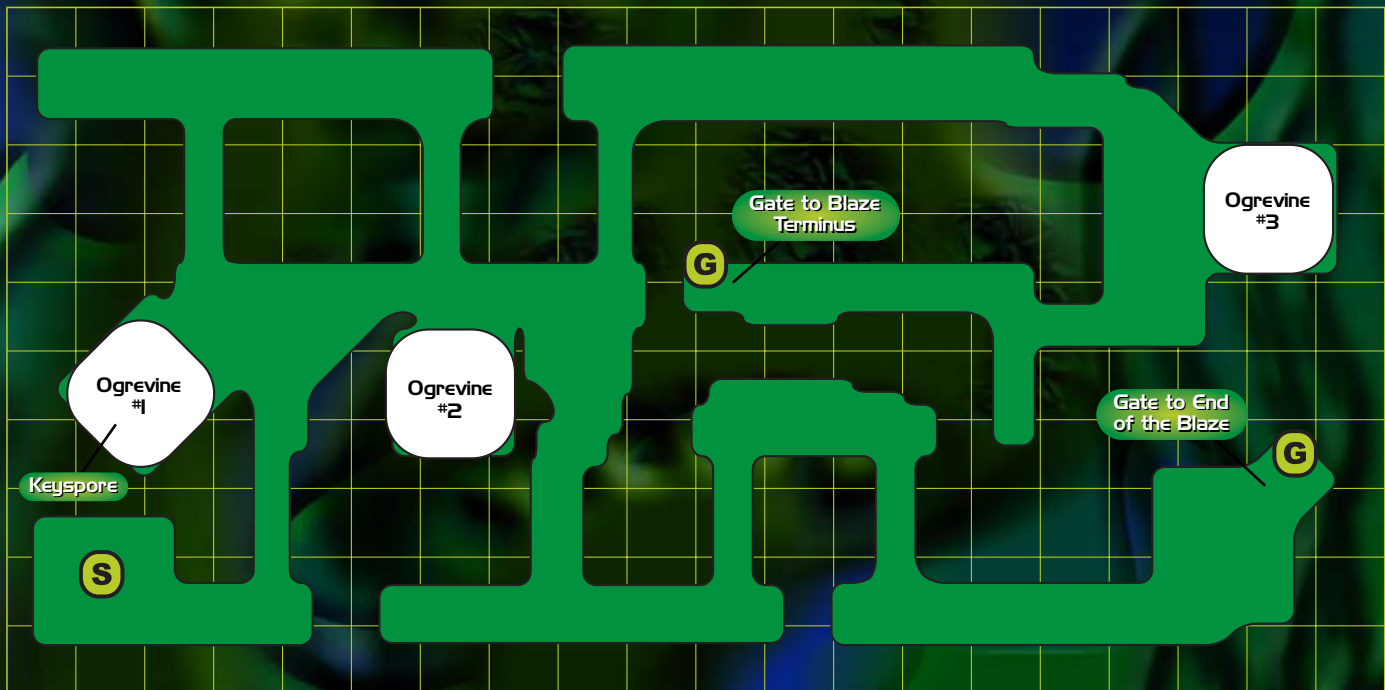
End of the Blaze



Divine Beasts

Wantchu
Pataronga

Blaze Level 3



Divine Beasts

Skalco
Railler
Chamina

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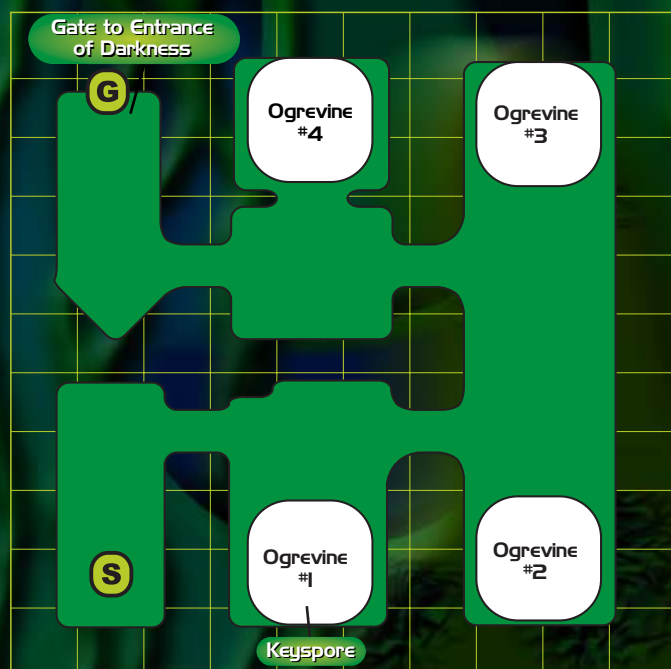
Forest of Darkness: Fire

The Red Crystal (Ogrevine #2)

The Red Crystal is guarded by a fearsome beast. Use sleep to keep this Kalma and give it your best shot with your attack beasts. Once you have the Red Crystal, you can unlock the gate in Hellfire Level 1.



Blaze Terminus



Divine Beasts

Wantchu
Brollopelan

Final Level

Saving Wu

Kahu encounters Wu near the end of this treacherous area. Wu isn't at all himself. Rather than displaying his years of wisdom, he seems confused and depressed. Kahu must battle Wu to free him from the darkness.



Wu begins with a loose formation of Fire Kalma. This leaves several holes in his formation, making it fairly easy to attack Wu directly. Control his beasts with status attacks such as sleep and he'll succumb quickly. However, just when things seem to be under control, Wu undergoes a transformation.



Wu's new Kalma form is also susceptible to status attacks. It packs a large punch with Killer Chance and Explode. It can also poison your creatures and heal itself. Get your defenses ready right away, then use status attacks, preferably those that cause damage as well as a negative status.

Pound away with your strongest attack beasts and keep those defenses up.

Forest of Darkness: Wind

Dark Forest of Wind

Kalma Battles

Niwerl	Mamern
Wellern	Earina
Kataimel	

NOTE

The lists below show the path from the starting point to the Yellow Crystal, and finally the boss.

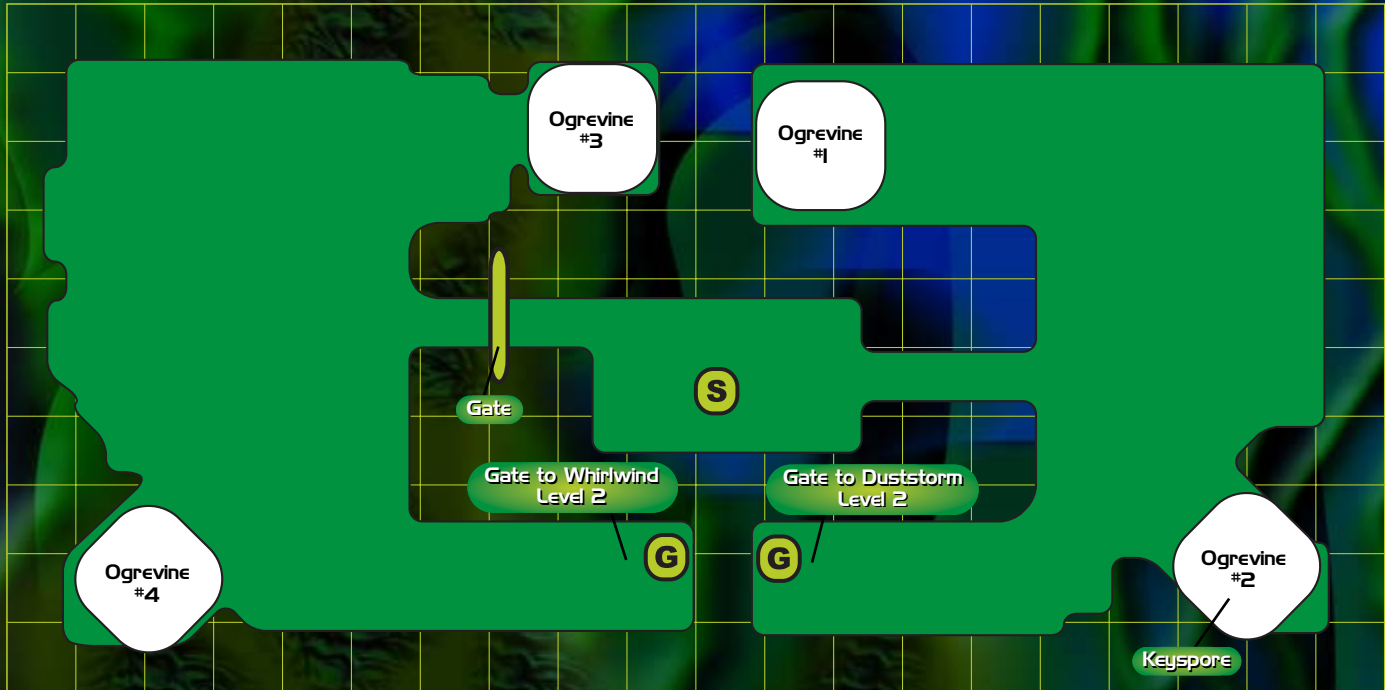
To Get to the Yellow Crystal

Whirlwind Level 1
Duststorm Level 2
Duststorm Terminus

To Get to the Boss

Entrance of Darkness
Whirlwind Level 1
Whirlwind Level 2
Whirlwind Level 3
Typhoon Level 4

Whirlwind Level 1



Divine Beasts

Pataronga

Yo-Yo

Hoho

Duststorm Level 2

Divine Beasts

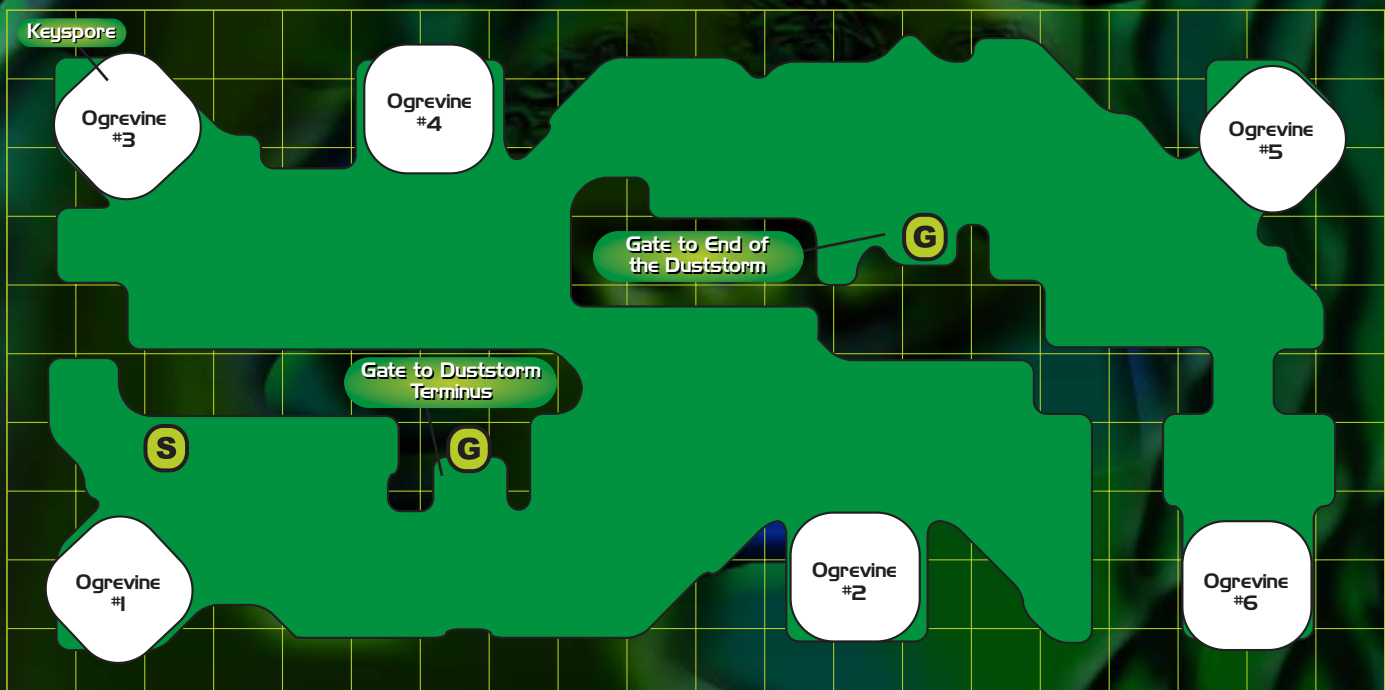
Mush

Flaredreg

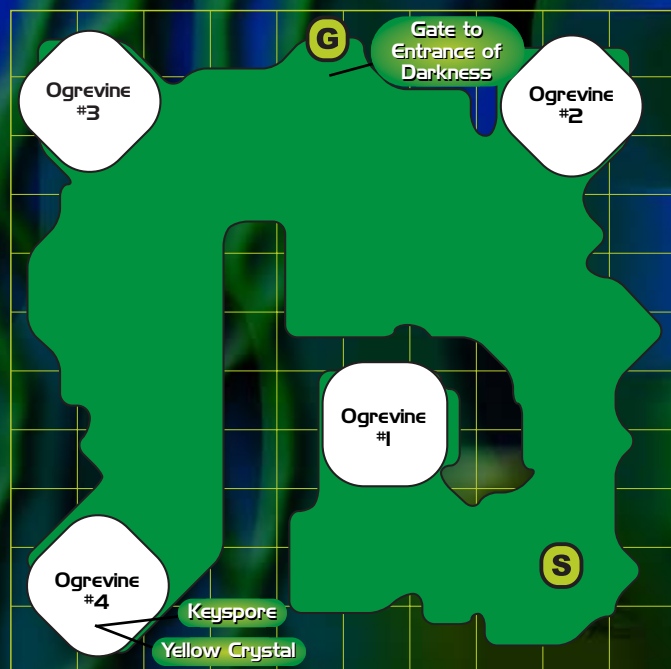
The Gate



A yellow gate blocks this path. To open it you must get the Yellow Crystal, found in Duststorm Terminus.



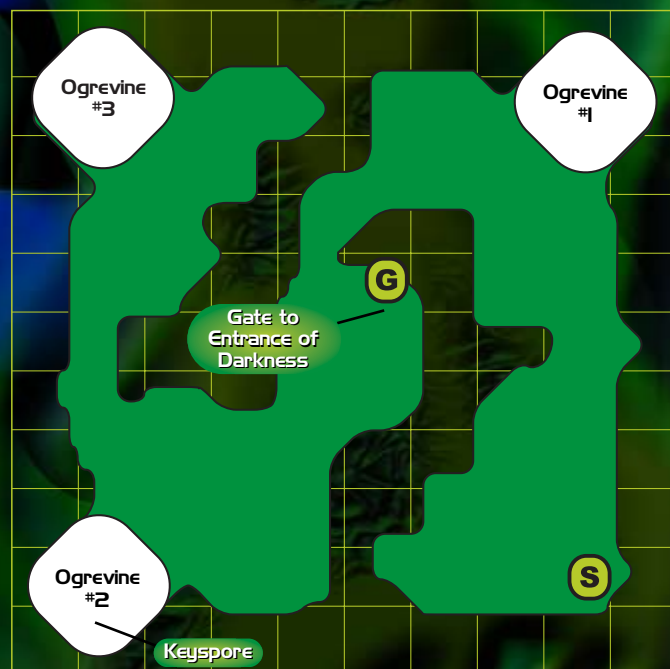
Duststorm Terminus



Divine Beasts

Bonedreg
Radreck

End of the Duststorm



Divine Beasts

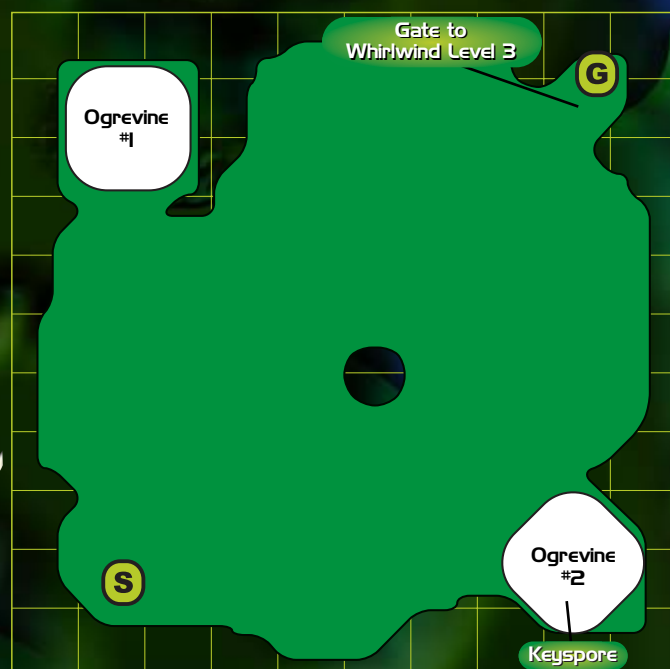
Bonedreg
Fangbler

The Yellow Crystal

The Yellow Crystal unlocks the gate in Whirlwind Level 1. You must defeat a large Kalma to get it. The Kalma uses a strong group attack and a confuse spell. If it confuses one of your beasts, switch to another group until the effect wears off. After you win, collect the Keyspore and head back to Whirlwind Level 1.



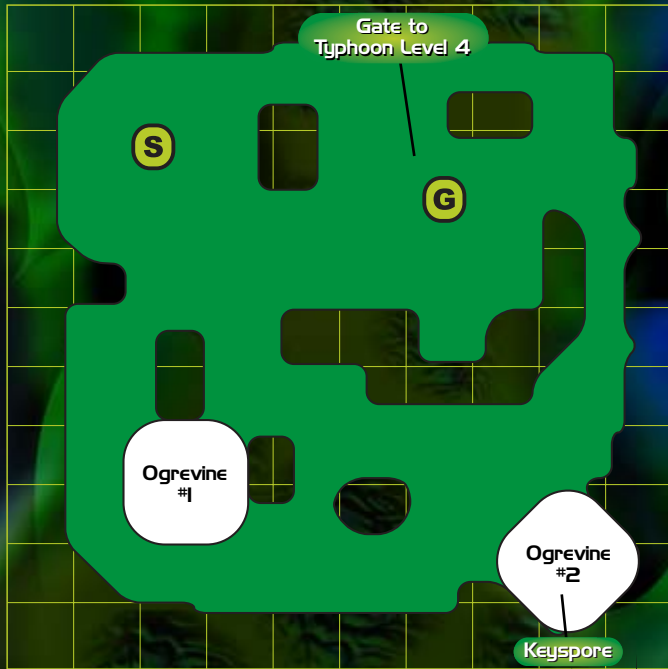
Whirlwind Level 2



Divine Beasts

Bokklchu
Papillone

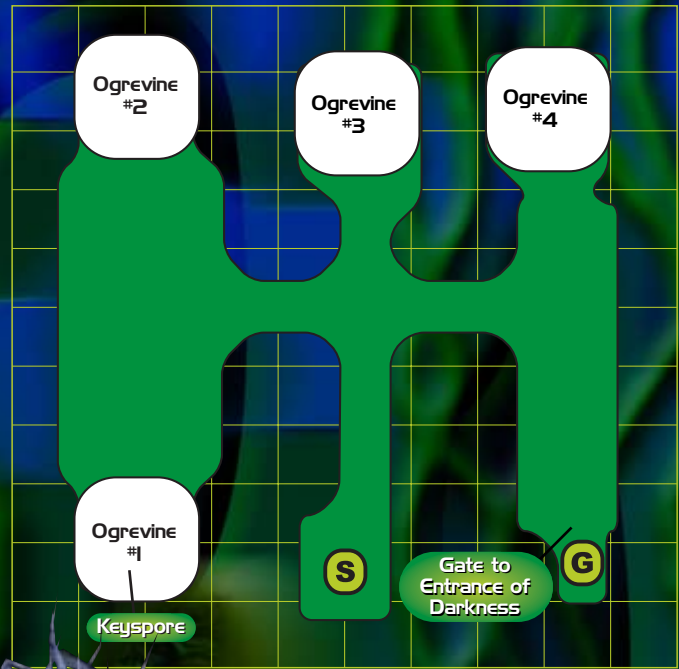
Whirlwind Level 3



Divine Beasts

Navi
Helskelter

End of Typhoon



Divine Beasts

Sulligan
Skalco

Typhoon Level 4

Divine Beasts

Mothmanti
Earna
Hoho



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Forest of Darkness: Wind

Typhoon Bottom Level

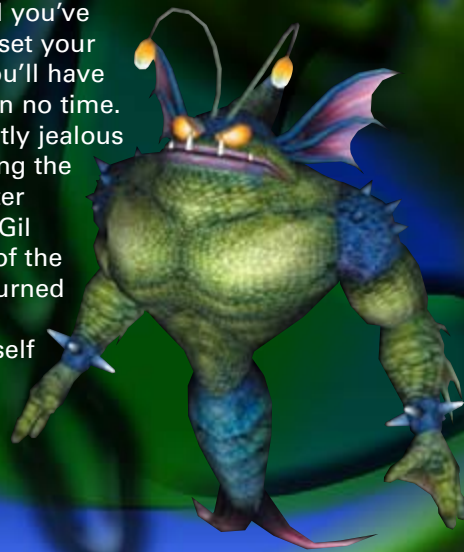
Saving Dr. Gil

Kahu reaches the bottom to find Gil waiting for him. Gil believes that Kahu is trampling upon those stuck in the forests and suggests that Kahu should rot with everyone else. Kahu rejects Gil's strange suggestions and a battle ensues.



Gil's loose formation doesn't provide him much cover. Take advantage of this to quickly eliminate his shields. Use sleep and stun to keep his Kalma under control in the meantime. Once Gil is defeated, the real battle begins.

Gil transforms into a Kalma of gigantic proportions. It uses the powerful Soldote attack—a Fire-based attack that strikes your entire front line—and the Ulivude attack. It also uses Saskand, a random status attack. A strong defense makes the attacks manageable, but be ready to heal at any time. Get your defenses up, then let loose with all you've got. Heal and reset your defenses and you'll have this battle won in no time. Gil was apparently jealous of Kahu becoming the Chosen One. After Kahu talks with Gil again, the light of the fourth orb is returned and Kahu once again finds himself in the Temple.

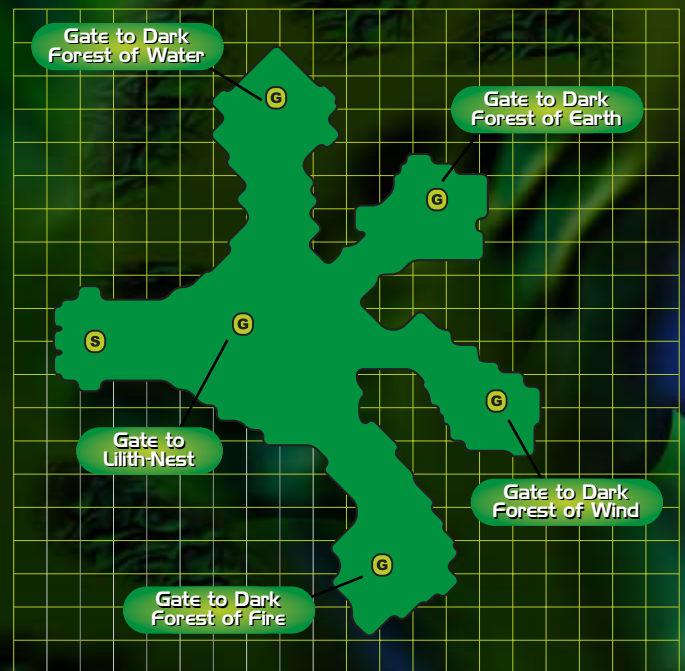


Returning the Orbs



Now that all of the orbs have their color back, Mahbu speaks. The orbs are back to normal and Kahu is now summoned as the Disciple of Elhrin, the Chosen One. Restock your supplies and prepare to meet Levant.

Entrance of Darkness



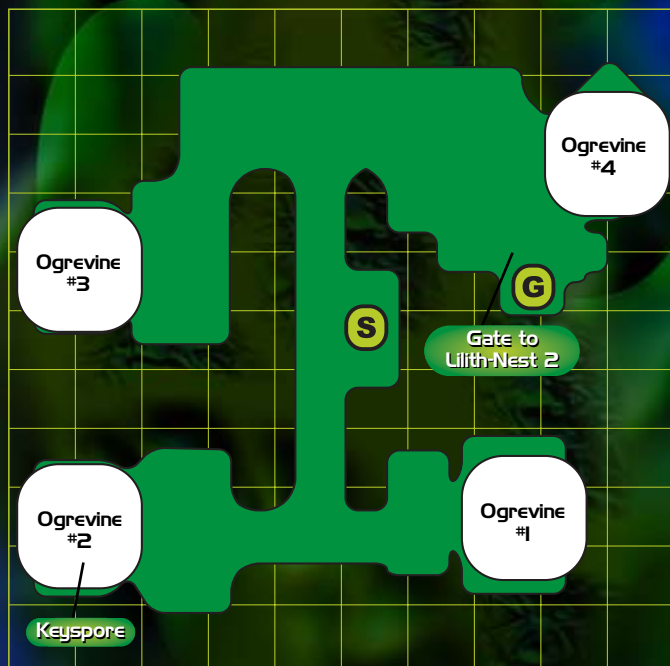
The nest-hole is now open. The Chosen Ones of light and darkness meet in the final battle between good and evil. Go through the gate and enter the Lilith-Nest.



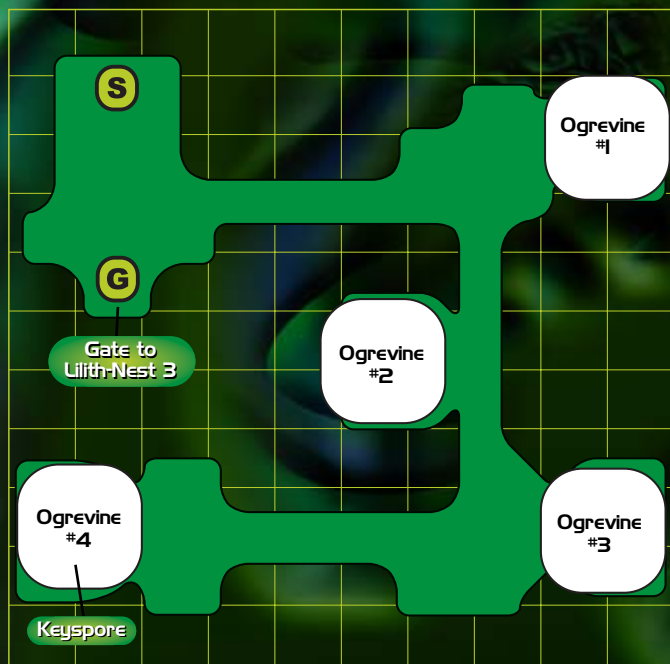
Lilith-Nest

There are four islands inside the Lilith-Nest. Levant is waiting on the fourth. The islands are crawling with Kalma beasts and inside each OGREVINE lurks one of the bosses you've already faced. You can fight them if you like—you'll gain a lot of experience points for your efforts—but all you really need to do is get the Keyspore and go on to the next level.

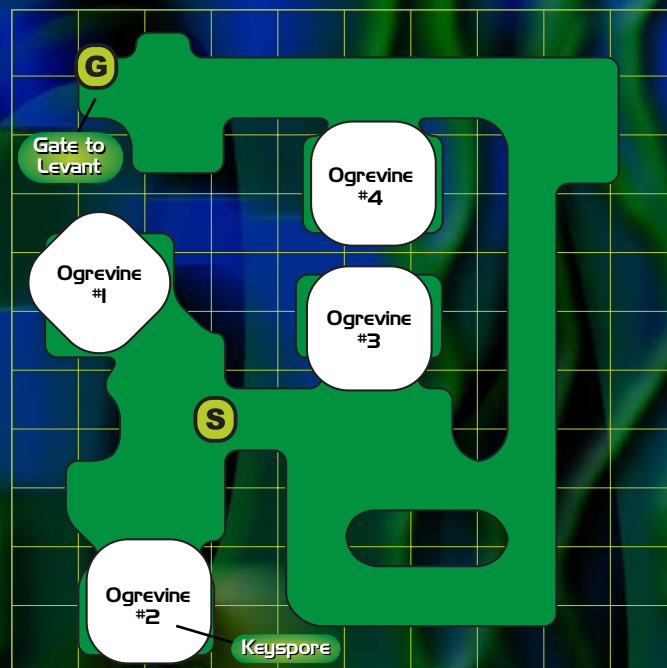
Lilith-Nest 1



Lilith-Nest 2



Lilith-Nest 3



Lilith-Nest 4

Levant



Cross through the four islands to reach Levant. His transformation has given him awesome powers. This battle is unlike any you have faced so far. Be ready. Come with several HP and MP restoring books. You'll go

through a lot of MP in this battle, so you absolutely need a restorative item. Bring along any other battle items you may have. These come in handy for eliminating Levant's Kalma.

Levant transforms between his winged form and a mighty dragon. Each time he switches to a dragon, you must beat down the beast's health until it is low enough to force Levant to switch back to his winged form. Damage done to the dragon form doesn't count against Levant. Only damage to Levant's winged form actually counts. Damage to the winged form also reduces the dragon form's starting health, so as the battle progresses it takes less damage to make Levant switch back to the winged form.

The dragon form has two powerful attacks. The Water Barrier attack hits your entire front line and causes a lot of damage. The Stun Attack causes fair damage, but even worse, it may take one of your creatures out of the battle temporarily. Keep your defenses up. Use a wall to block the attacks rather than relying on a defensive buff.

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Forest of Darkness: Wind

Levant's winged form is the true threat. It has two devastating attacks. The Rage Chance attack causes more than 300 points of damage, and Seal temporarily removes one of your creatures from battle. You *must* block the Rage Chance with a wall if you want to leave this battle with all of your creatures intact. If the wall gets knocked down, put it right back up. Don't waste time.



Even when you defeat Levant, this battle isn't over. He transforms again into a gigantic Kalma with renewed strength.

Levant begins by using Summon, which summons two Kalma to assist him. The Kalma at Levant's side participate directly in battle with a wide variety of attacks and healing spells. These aren't the main threat, but you can't ignore them either. Try to eliminate one Kalma and leave the other alone, so that no more are summoned. If he summons blue healer-type Kalma, eliminate them as quickly as possible. The Kalma also evolve as the battle progresses. Each time they evolve, they're completely healed and their mana is restored, so poison and status attacks don't work particularly well against them.



Levant also uses the Larvalize skill, which returns the affected beast to its larval state. This lowers the effectiveness of your beasts, but it's better than his other attacks. The effect is temporary, and your beasts morph back to their evolved state after a few turns.



Levant's worst attack is the Dark Attack. This massive assault hits *all* of your creatures and even Kahu if there isn't a creature in front of him. A wall blocks it, so keep one up at all times. Heal your injured beasts quickly in case Levant uses this attack.

Levant changes colors throughout the battle to represent the four elements. Whatever elemental color Levant takes on, he is immune to attacks of that type until he changes colors again. Keep this in mind while planning your strategy. Don't waste your Divine Beasts' mana while he's immune to their attacks.



In the end it's a slugfest. Keep your defenses up at all times, keep your creatures healed, and attack with everything you've got—including lots of items. Levant's health slowly becomes depleted and the battle will be won.

The Temple

Once the battle with Levant is over, Kahu is taken back to the Temple. Go to Kikinak and talk to the Birdman about the future of the forests.



Beast Fights



The Arena has a new opportunity for you. It's called the Beast Tournament. Win one level and you can enter the next highest level. Go through the ranks until you can finally battle the Beast Master! This is a great opportunity to earn a lot of money if you're interested in toying with all the game's creatures.

Gil's Research (Ogrevine #2)



Gil is disappointed that he can't study Kahu's wings. Would Kahu be interested in collecting the orbs all over again? Collect the KeySpore before leaving this Ogrevine.

Wind Harvest 2

See Map on Page 98

Divine Beasts

Rutide

Hoho

Pataronga

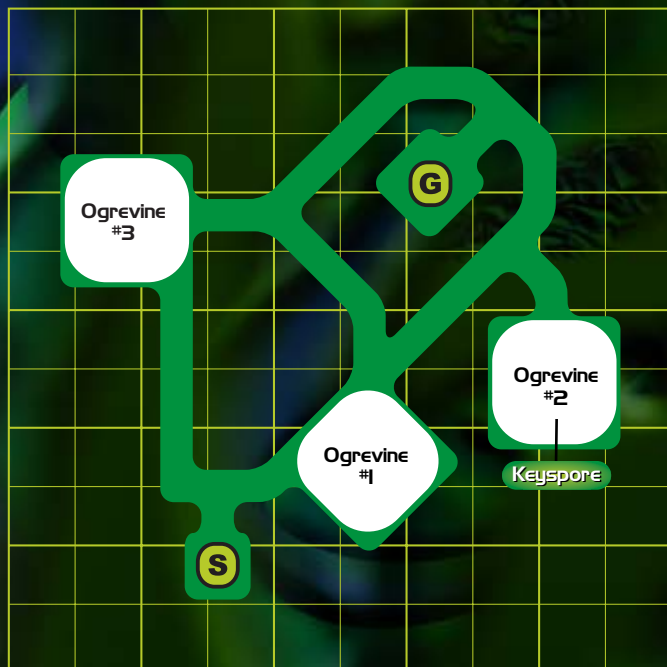
Kalma Battle

Lugadreg

Wind Forest 5

Now that you have defeated Levant, you've earned another place on your BeastAmulet. Visit the Room of Life and select your eighth Divine Beast.

Wind Harvest 1



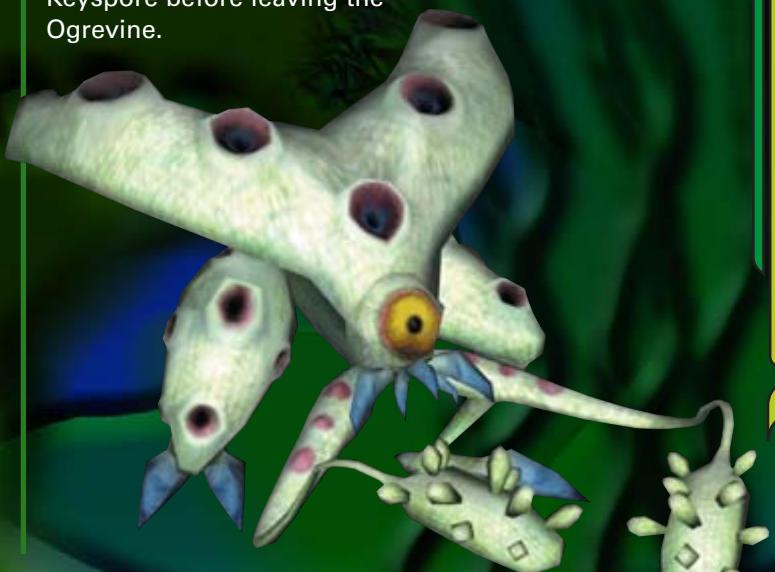
Divine Beasts

Pataronga

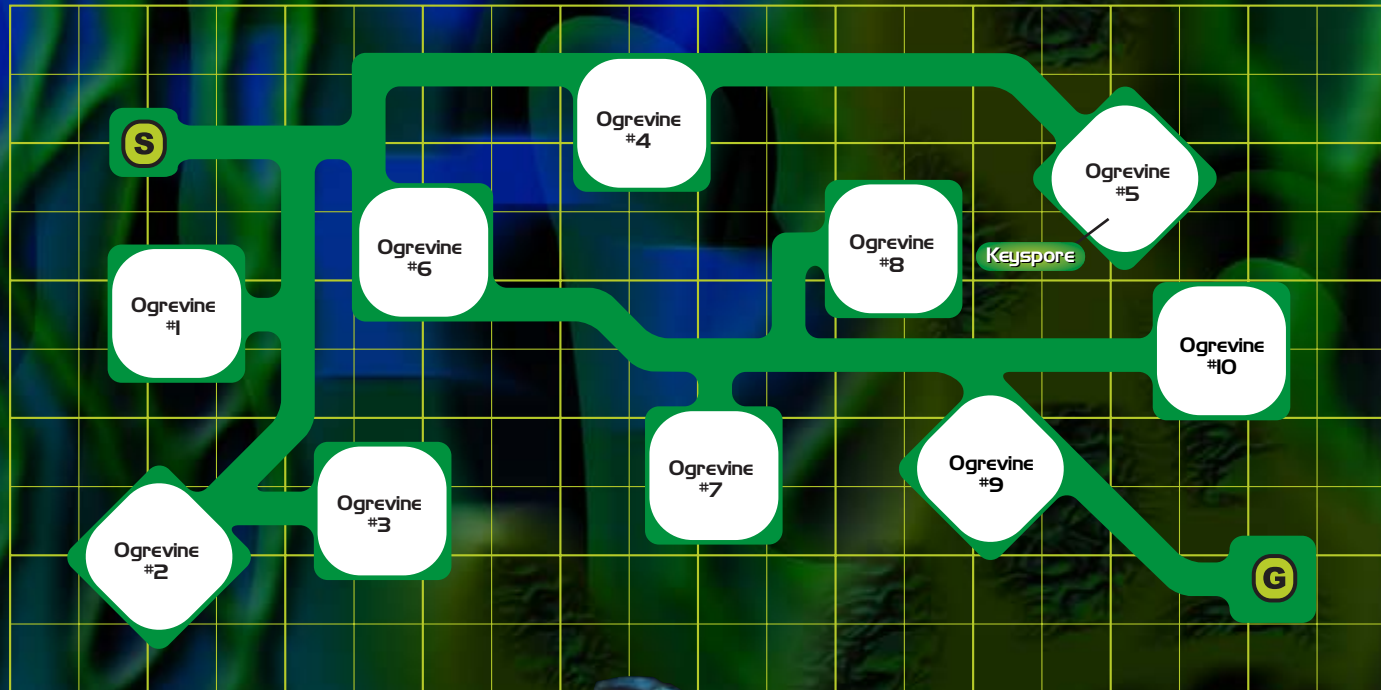
Hoho

Bug BeastHunter (Ogrevine #5)

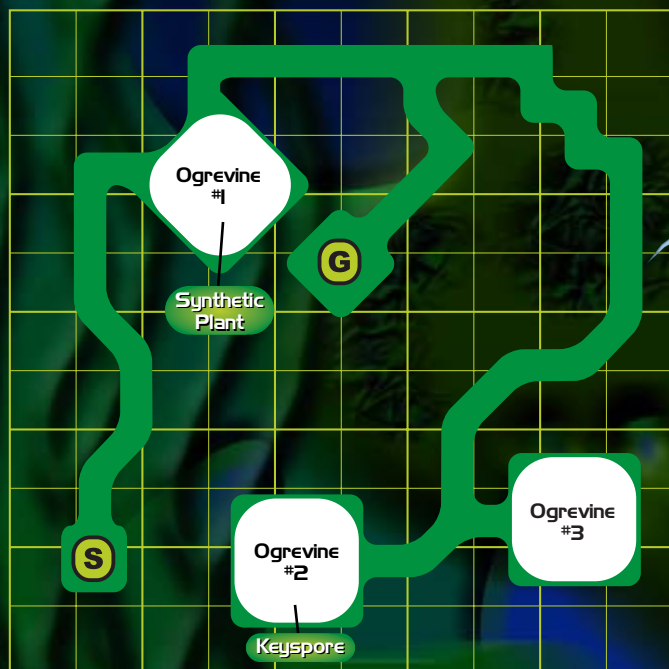
This BeastHunter thinks he'll win if he just follows the book. Make sure that doesn't happen. His front line is full of poison-casting beasts, so have plenty of serum on hand. After the battle, the Beast-Hunter gives you a Bug Medal. Collect the KeySpore before leaving the Ogrevine.



Wind Forest 5



Wind Harvest 3



Divine Beasts

Papillone

Brollopelan



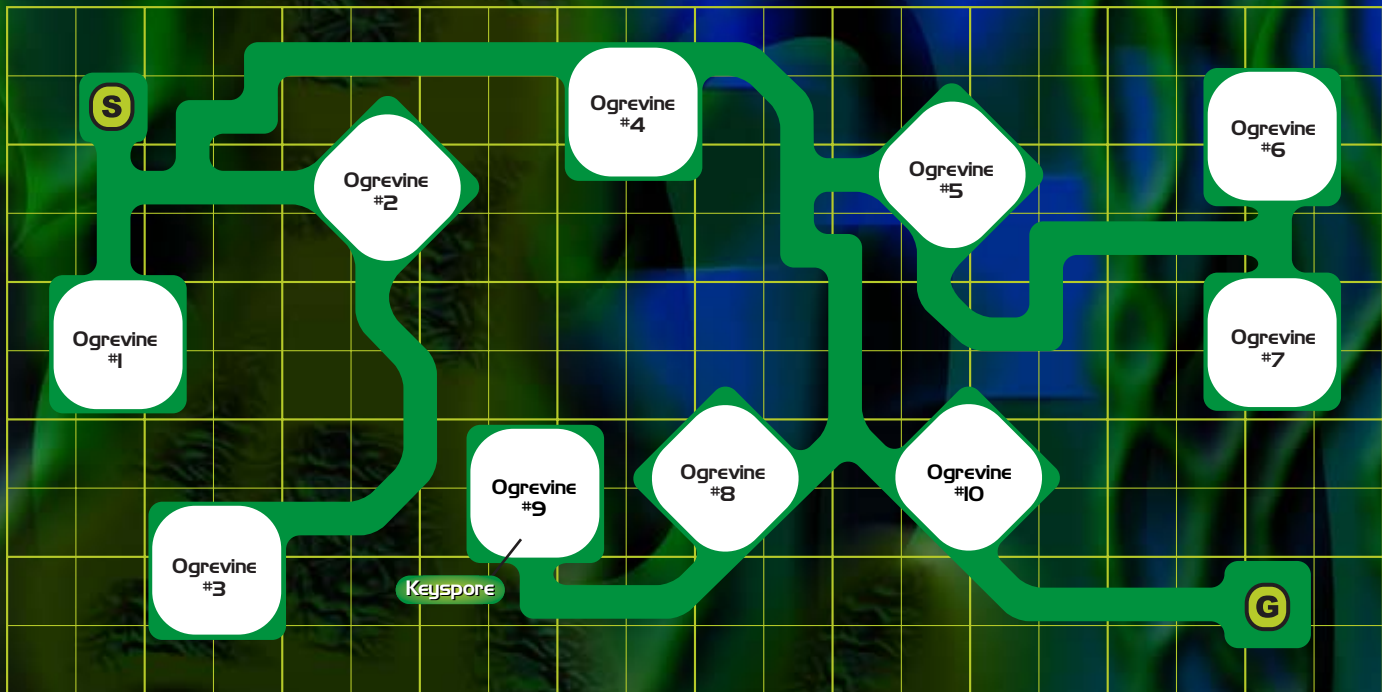
Mau BeastHunter Battle (Ogrevine #2)

The Skewer skill used by this BeastHunter's Divine Beasts can seriously damage your party. Whenever possible, cast sleep to save valuable HP. After you defeat the BeastHunter, you get the Mau Medal.

Collect the Keyspore before leaving.



Wind Harvest 4



Divine Beasts

Papillone

Brollopelan

Kalma Battle

Mamern

Wind Harvest 6

See Top Map on Page 101

Divine Beasts

Skalco

Mothmanti

Wind Harvest 5

See Map on Page 100

Divine Beasts

Skalco

Mothmanti

Bug BeastHunter (Ogrevine #10)



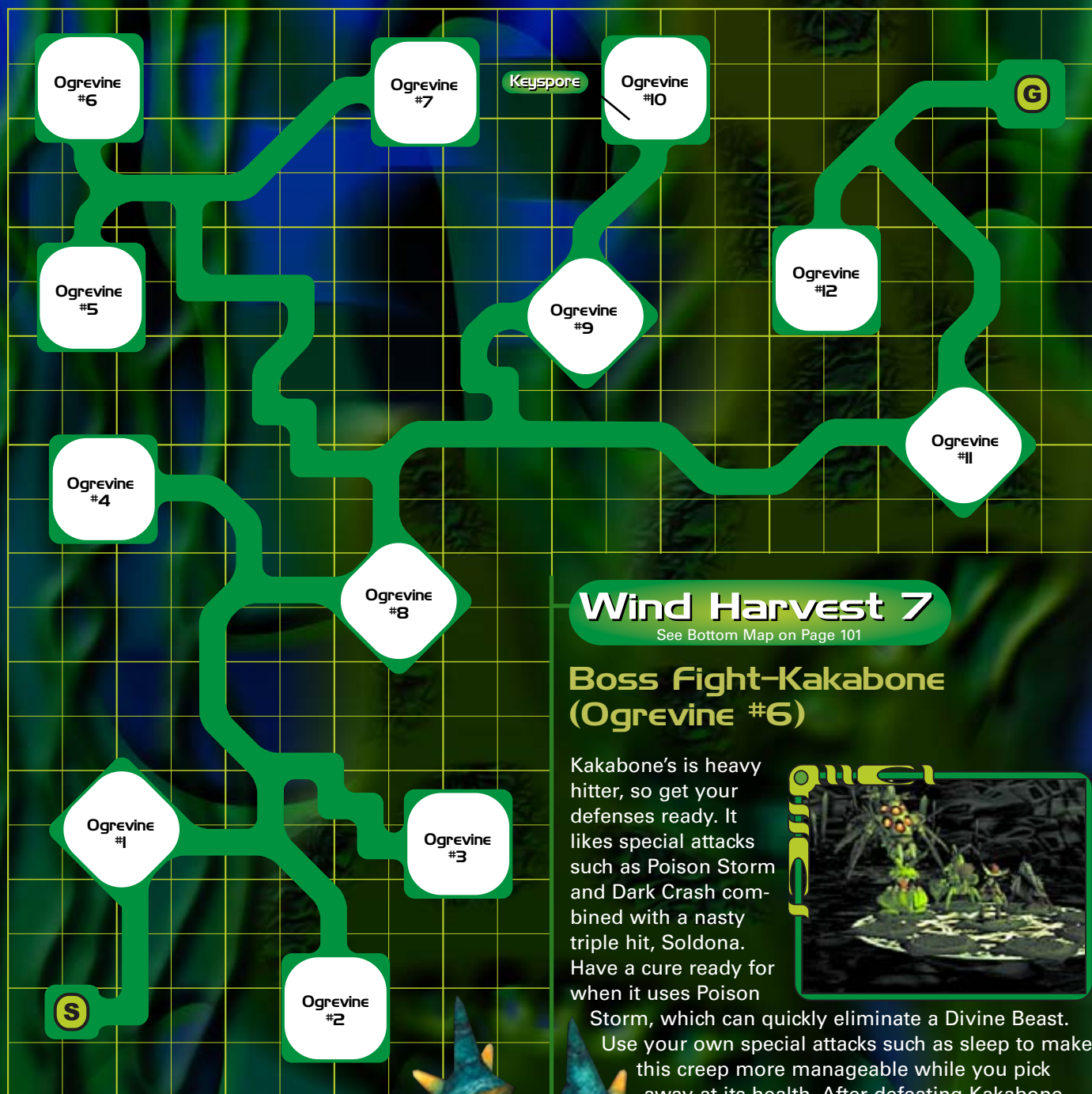
as much firepower as you can muster. Defeat this BeastHunter and get a Bug Medal. Pick up the Keyspore before leaving this Ogrevine.

Poison is the skill of choice for this BeastHunter's beasts. Use sleep to put these beasts under and give your own team a chance to build up their defenses. Then hammer away with

Bug BeastHunter Battle (Ogrevine #6)

This BeastHunter relies on beasts with poison skills. Keep your beasts healthy until you defeat him and get the Bug Medal. Collect the Keyspore before leaving this Ogrevine.





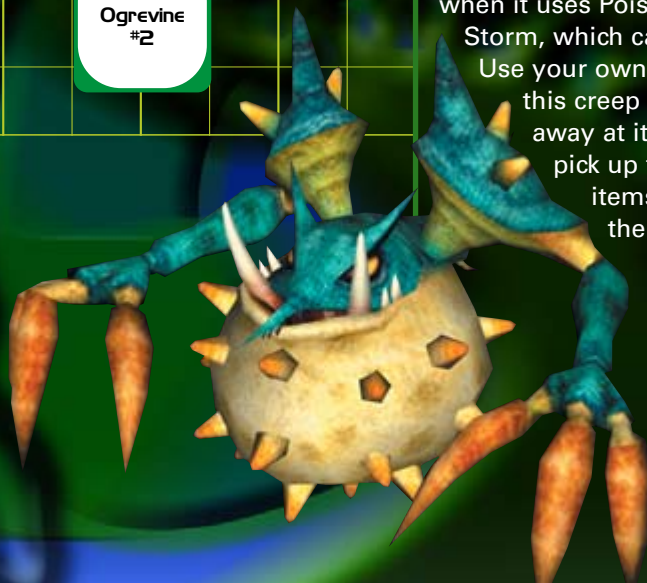
Wind Harvest 7

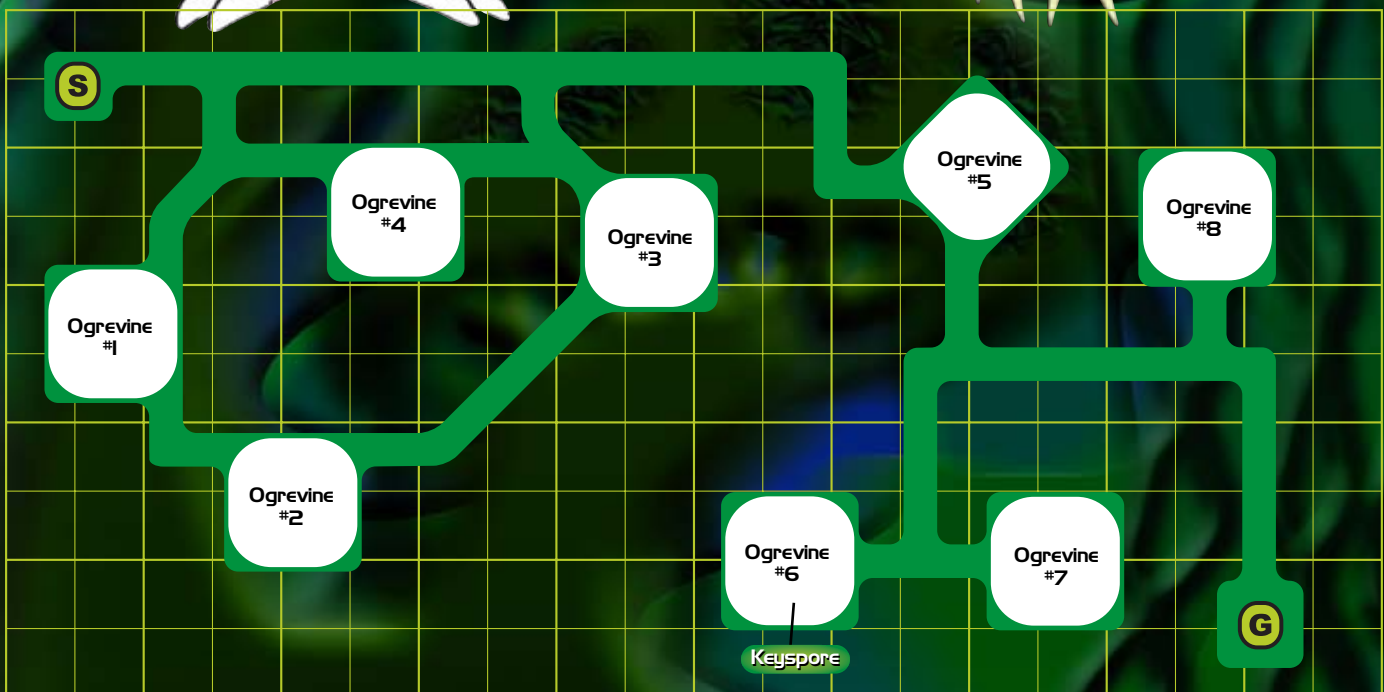
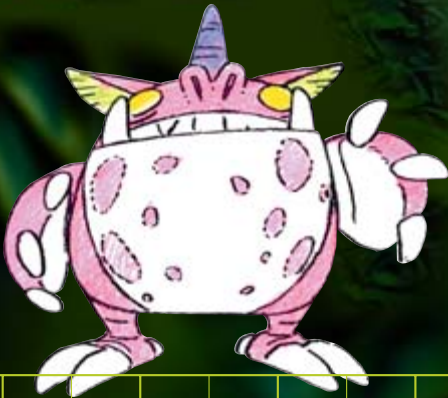
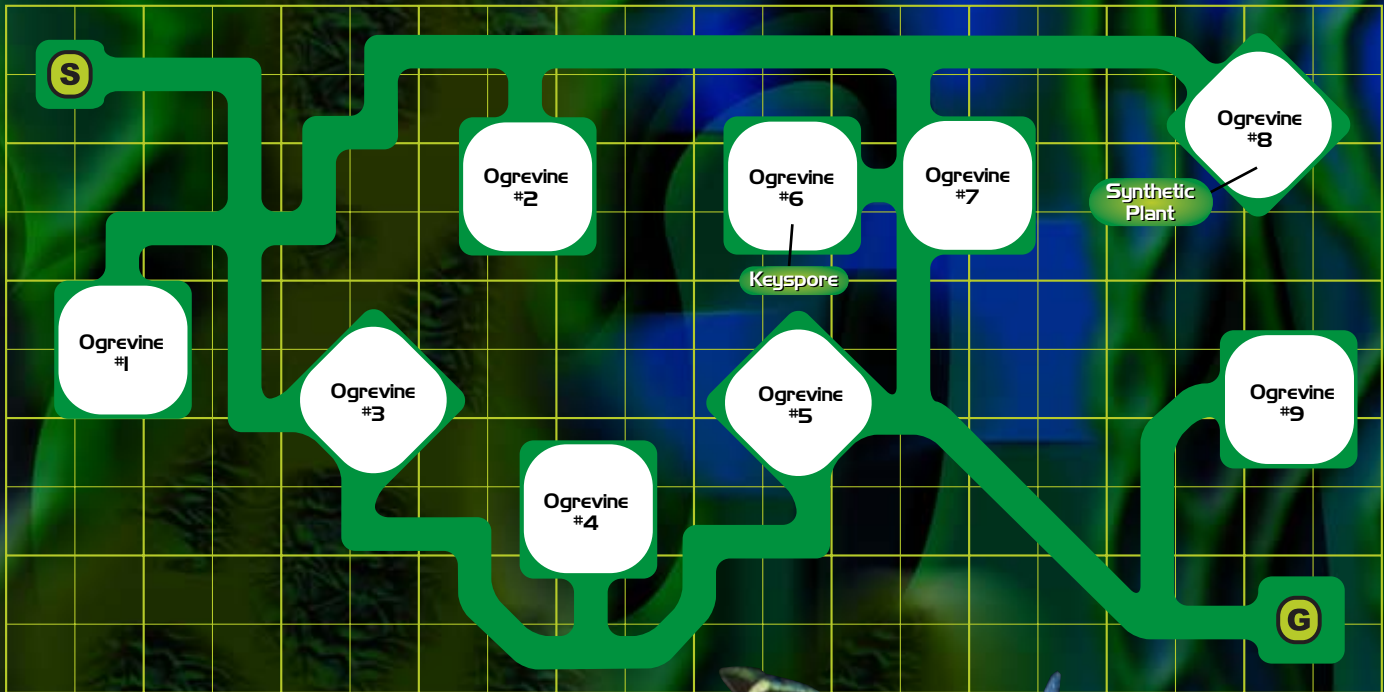
See Bottom Map on Page 101

Boss Fight-Kakabone (Ogrevine #6)

Kakabone's is heavy hitter, so get your defenses ready. It likes special attacks such as Poison Storm and Dark Crash combined with a nasty triple hit, Soldona. Have a cure ready for when it uses Poison

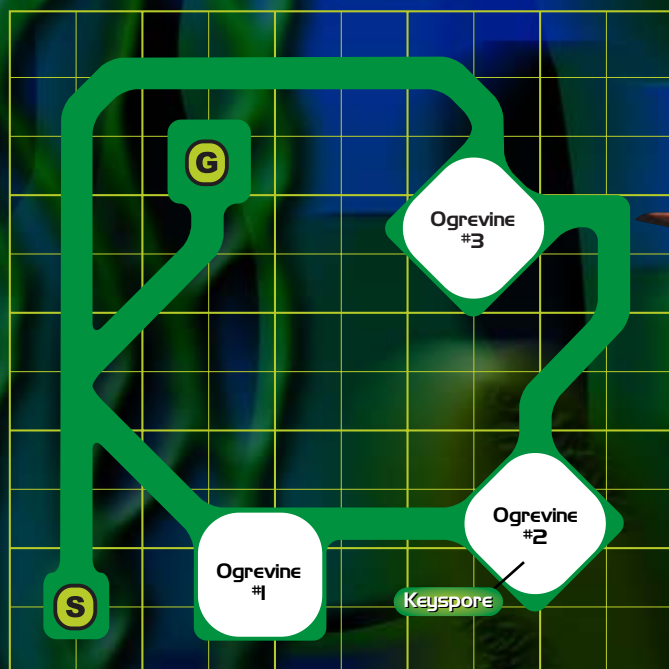
Storm, which can quickly eliminate a Divine Beast. Use your own special attacks such as sleep to make this creep more manageable while you pick away at its health. After defeating Kakabone, pick up the Wind Sport. Collect the other items and the Keyspore before heading to the Princessvine.





Water Forest 5

Water Tour 1



Divine Beasts

Geso-Q
Ribbebat

A New Old Friend (Ogrevine #2)

Kahu meets someone he believes is his friend Cure. Collect the Keyspore after talking with Cure.



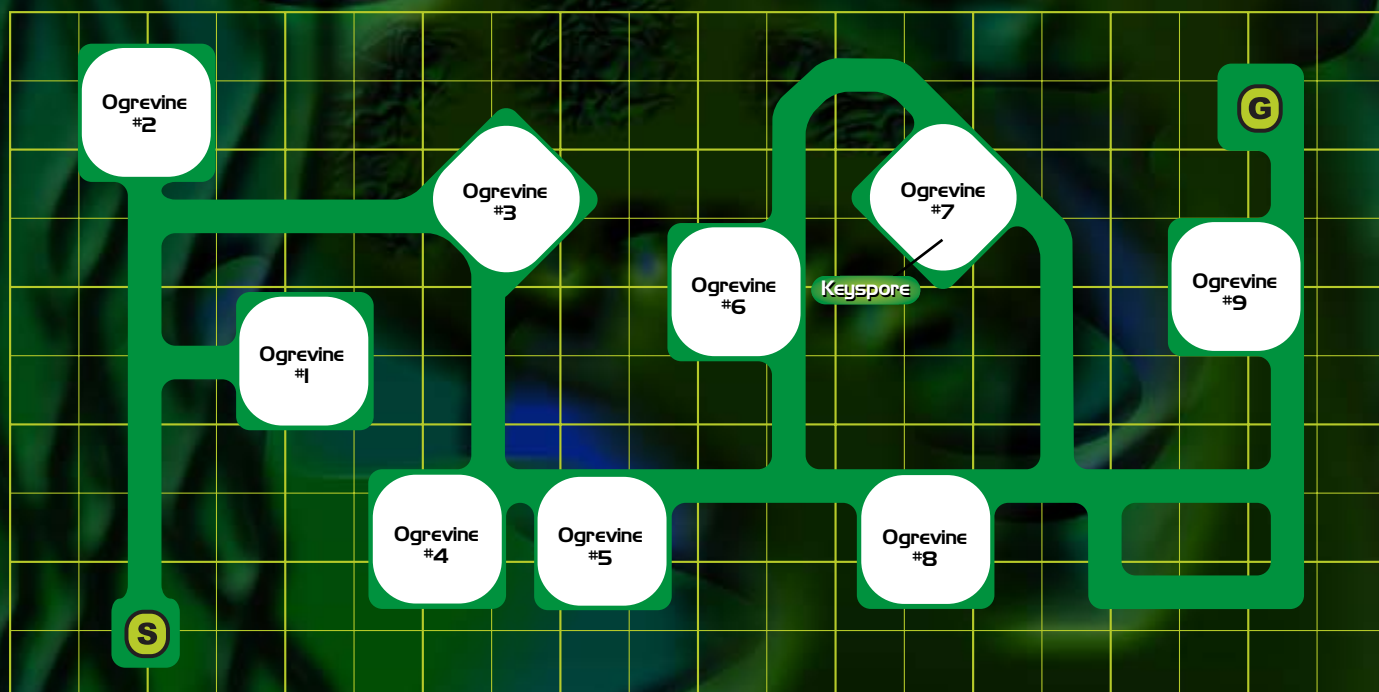
Water Tour 2

Divine Beasts

Geso-Q
Ribbebat
Fangnagin

Kalma Battle

Zabone



Na BeastHunter (Ogrevine #7)



If you speak to this BeastHunter, a battle automatically ensues. This BeastHunter likes to battle and has a variety of Divine Beasts. After defeating him, you get the Na Medal. Collect the Keyspore before leaving.



Water Tour 3



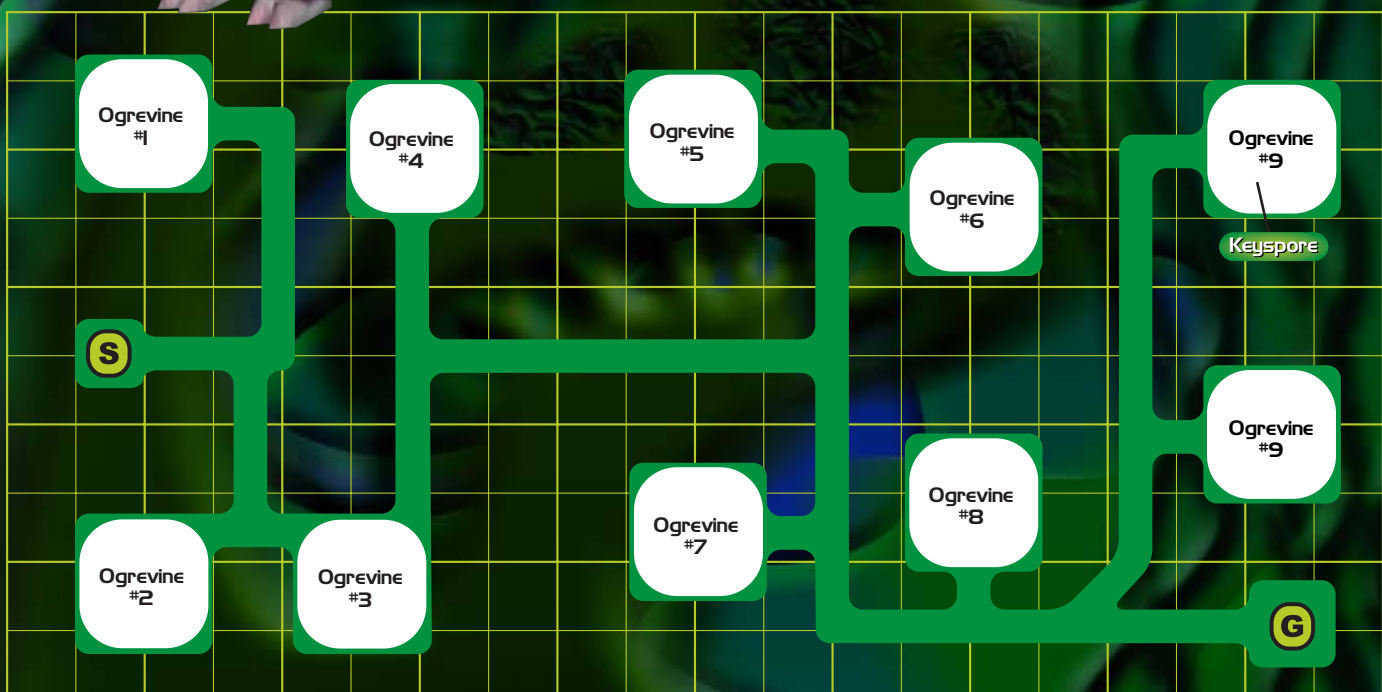
Divine Beasts

Ginuba
Pokeyfish

Water Tour 4

Divine Beasts

Ginuba
Pokeyfish



Water Forest 5

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Water Tour 5



Keyspore

Ogrevine #7

Ogrevine #6

Ogrevine #10

Ogrevine #8

Ogrevine #9

Ogrevine #12

Ogrevine #11

Ogrevine #5

Ogrevine #4

Ogrevine #3

Ogrevine #2

Ogrevine #1

Water Tour 6

See Top Map on Page 105

Divine Beasts

Chamelemon

Pokeyfish

Skalcane

Kalma Battle

Fangbone

Water Tour 7

See Bottom Map on Page 105

Divine Beasts

Chamelemon

Pokeyfish

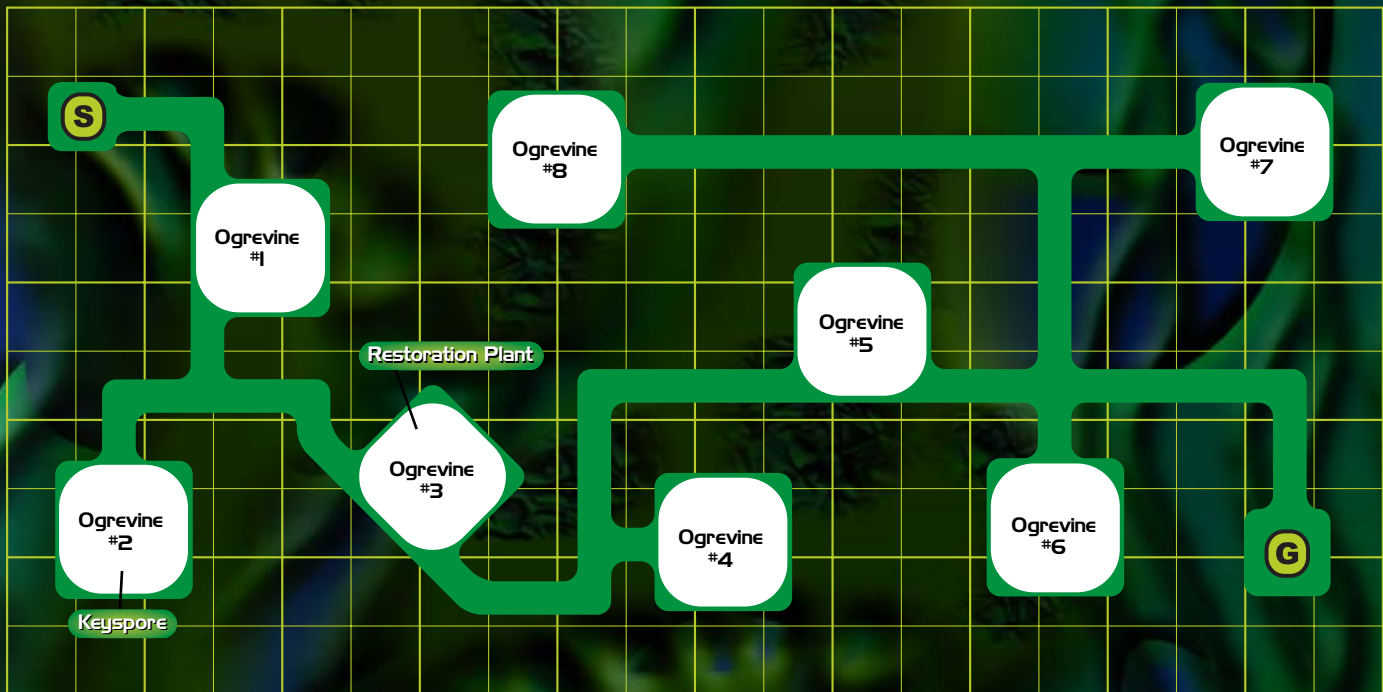
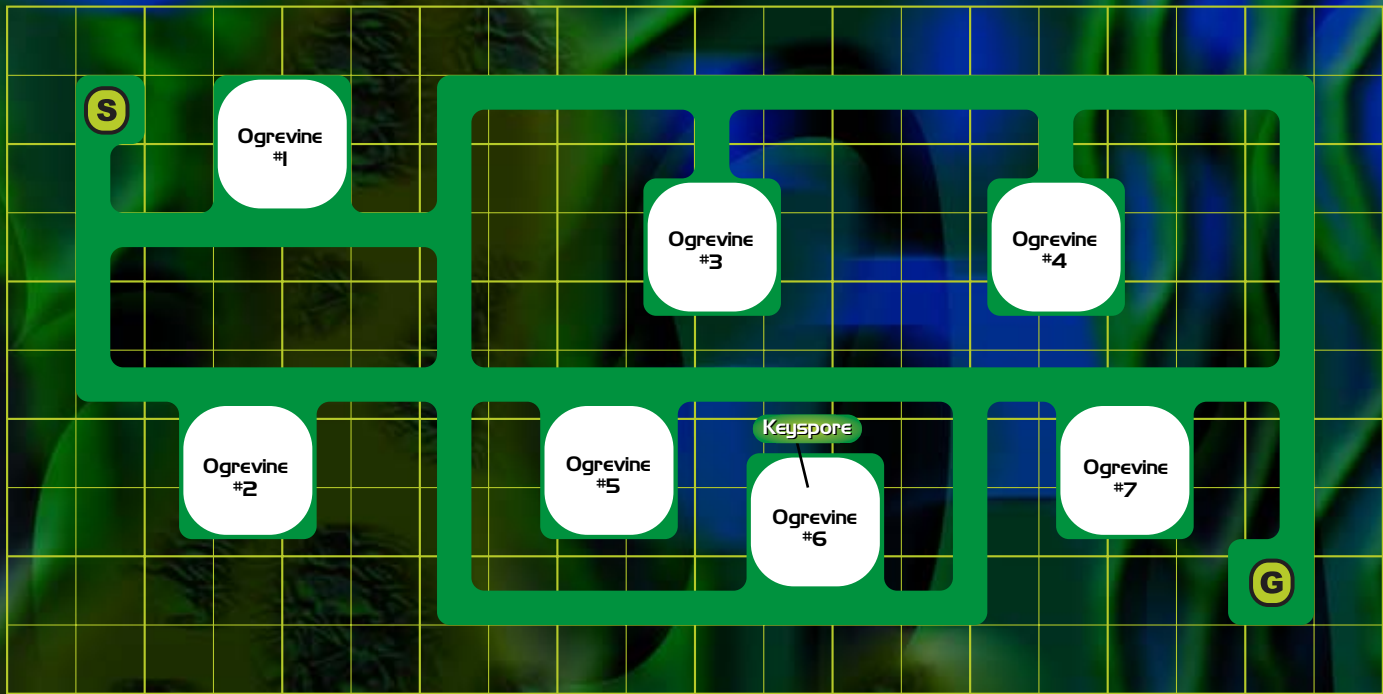
Divine Beasts

Anglorg

Chamelemon

Pokeyfish

Water Forest 5



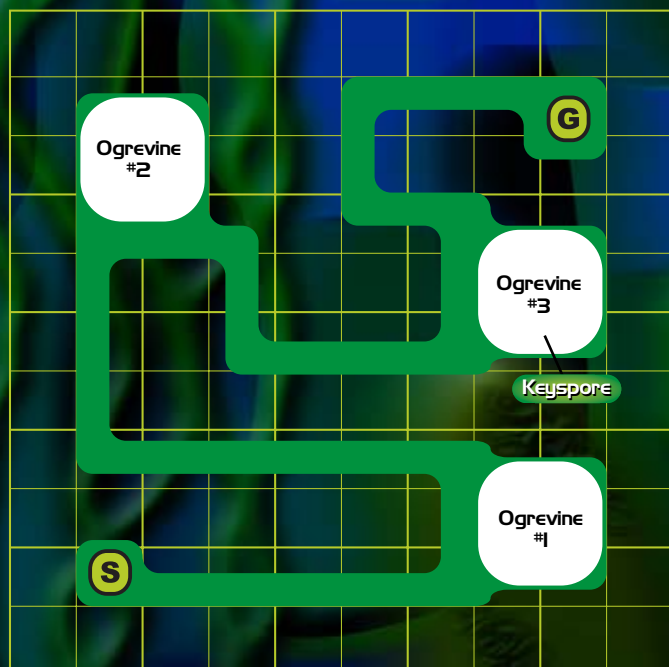
Boss Fight—Ginugon (Ogrevine #2)

Guard against Ginugon's Psycho Crash and High Spirits skills, and blast with as much firepower as your beasts can muster for a decisive victory against this boss. This boss isn't very strong, but it can lower your beasts' defenses for a bigger hit. Also, the High Spirits attack increases Ginugon's attack power if it's used multiple times. Act fast against this boss, or it will end up healing all the damage you cause. When the battle is won, pick up the Water Tier and other items. Collect the Keyspore before leaving this Ogrevine.



Earth Forest 5

Earth Crystal 1



Divine Beasts

Fangler

Mayen

Kalma Battle

Ninunga



The New Member



Cocona introduces Kahu to Mint, the newest member of the Sweet Knights. Pick up the Keyspore after speaking with Cocona and Mint.

Earth Crystal 2

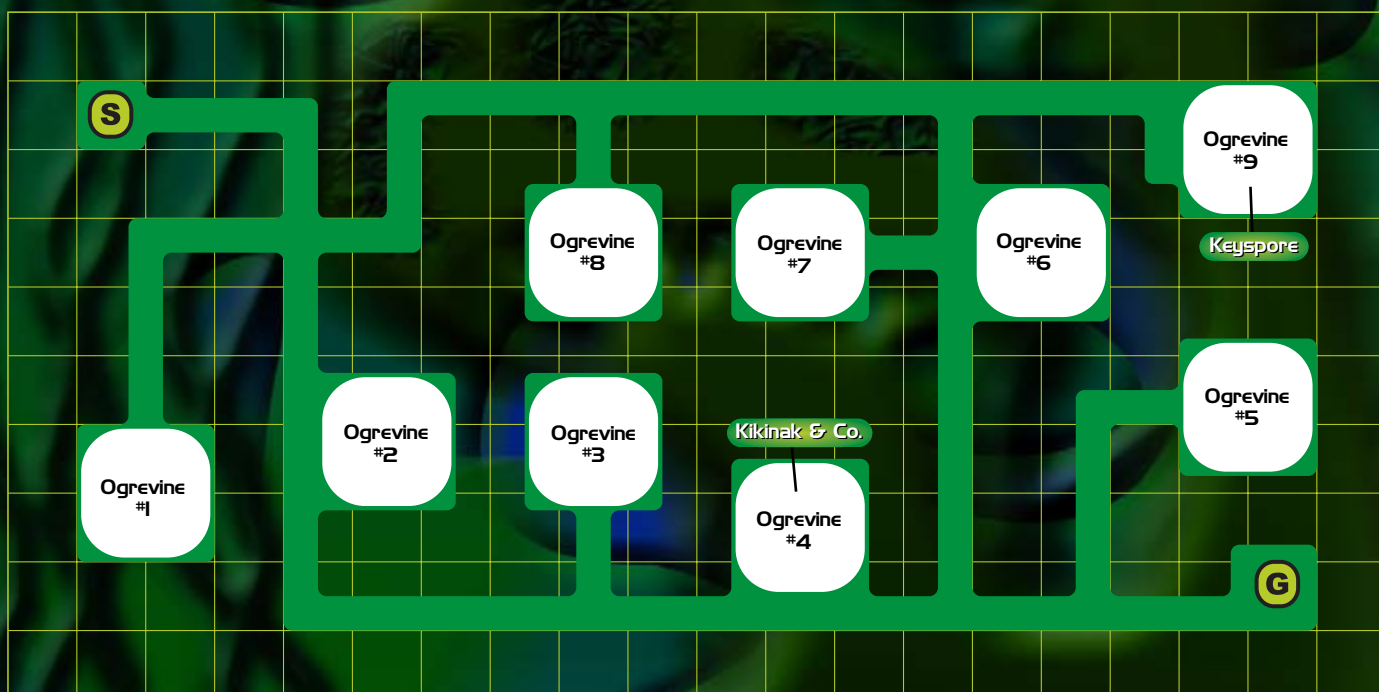
Divine Beasts

Fangler

Mayen

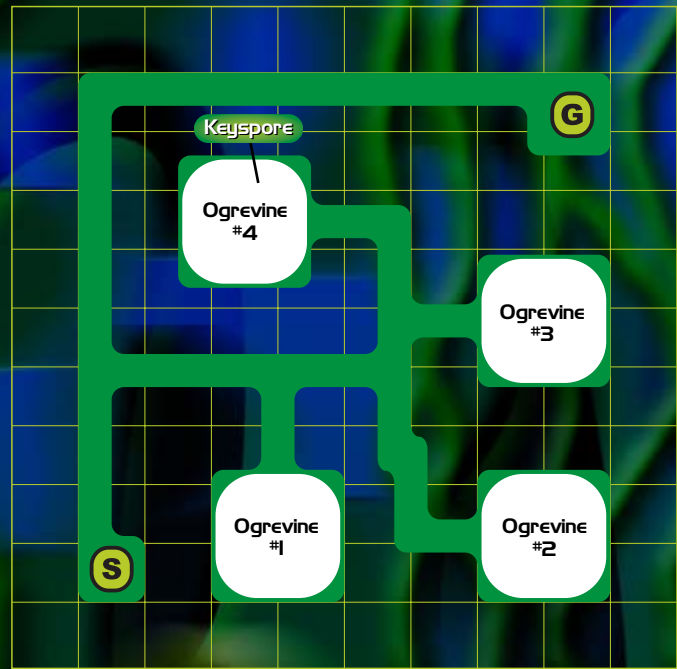
Kalma Battle

Dumbler



Gara BeastHunter Battle (Ogrevine #9)

This BeastHunter doesn't give Kahu a chance to say whether he'll help in the Holy War. He's too anxious to fight to listen. His Divine Beasts have strong defensive skills. Don't expect your heavy-hitters to take these beasts out with one or two hits. Because of their strong defense, the beasts will guard against many hits. After defeating this BeastHunter, you get the Gara Medal. Collect the Keyspore before leaving this Ogrevine.



Earth Crystal 3

See Map on Right

Choco (Ogrevine #4)



Choco has decided to train in this forest. After talking with Choco, pick up the Keyspore.

Divine Beasts

Wiggler
Navi

Kalma Battle

Amorg

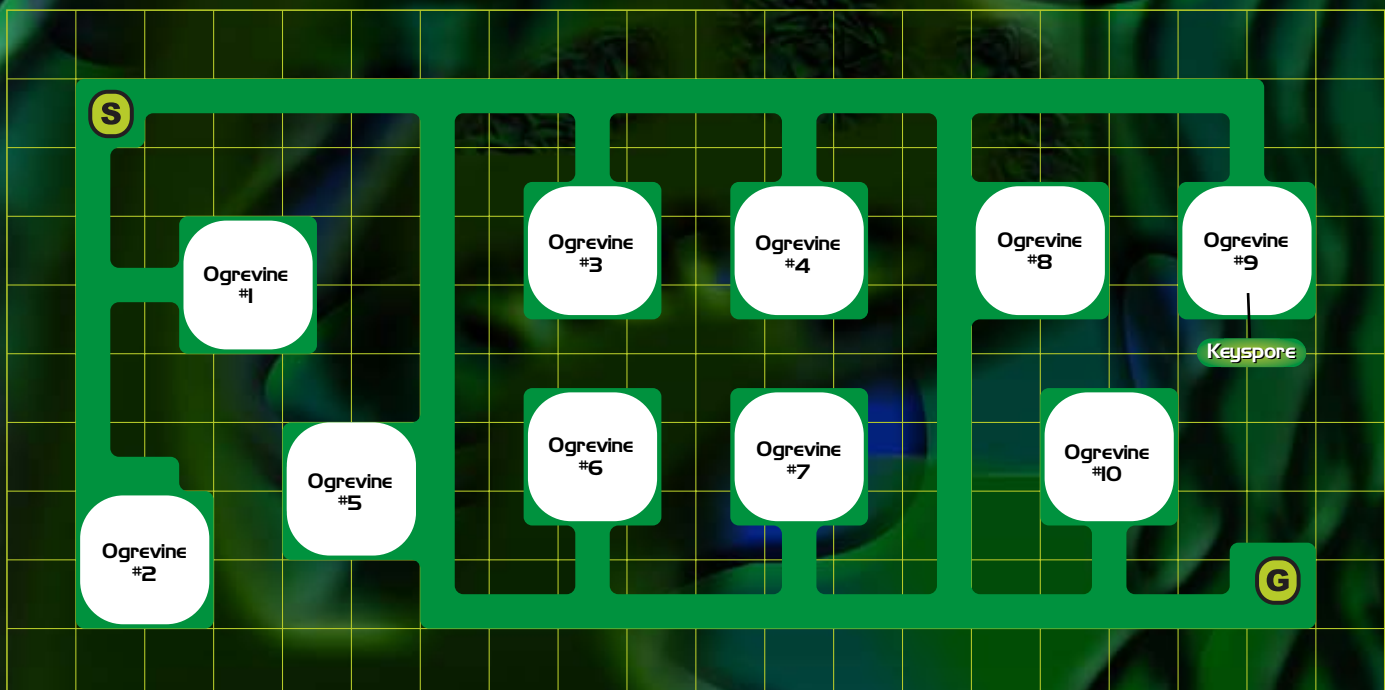
Earth Crystal 4

Divine Beasts

Mush
Navi
Wiggler

Kalma Battle

Gigatiran



Earth Forest 5

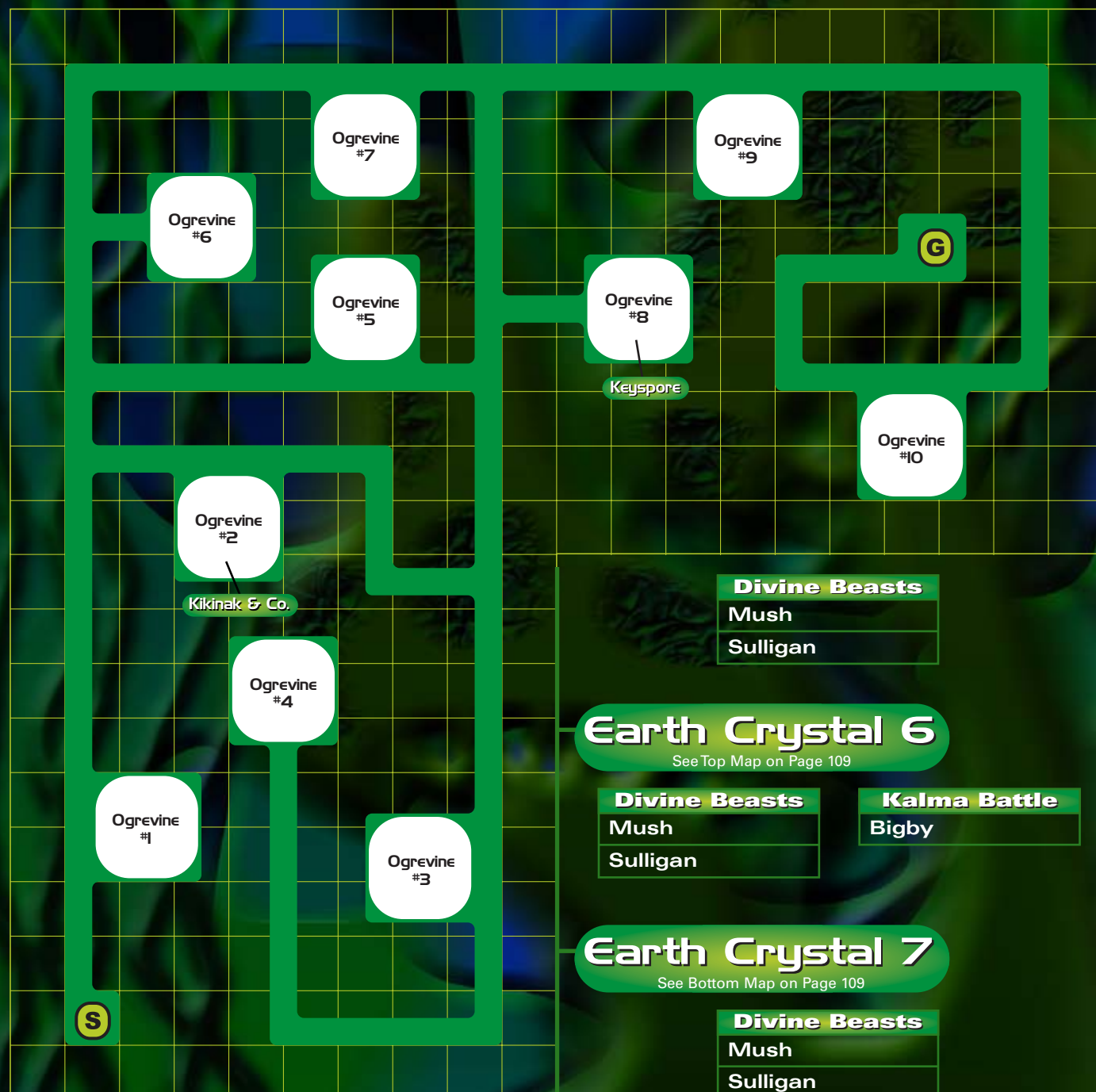
Leif BeastHunter Battle (Ogrevine #9)

Once again, here's a BeastHunter who wants to battle rather than listen. This BeastHunter believes in defense over offense and has the Divine Beasts to back it up. By now, you should have some strong attackers that can bust through this defensive lineup.

Upon defeating this BeastHunter, you get the Leif Medal. Collect the Keyspore before leaving this Ogrevine.



Earth Crystal 5



Divine Beasts

Mush

Sulligan

Earth Crystal 6

See Top Map on Page 109

Divine Beasts

Mush

Sulligan

Kalma Battle

Bigby

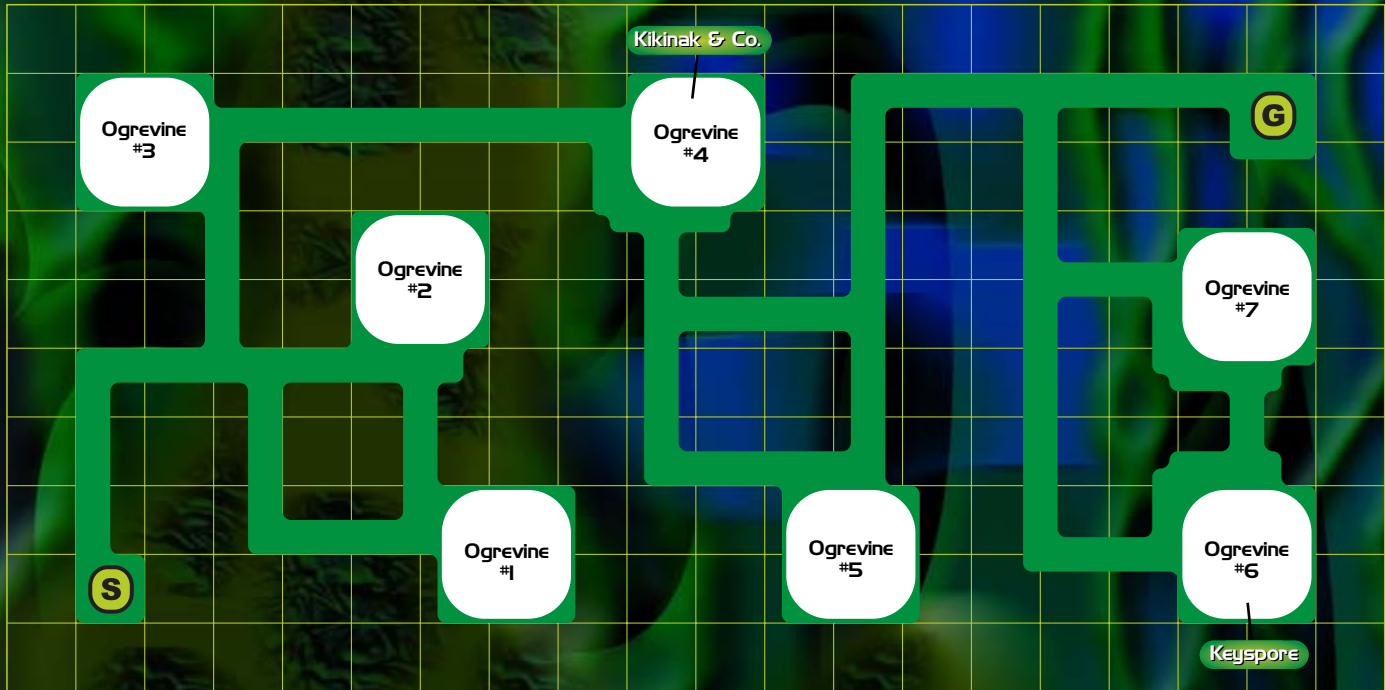
Earth Crystal 7

See Bottom Map on Page 109

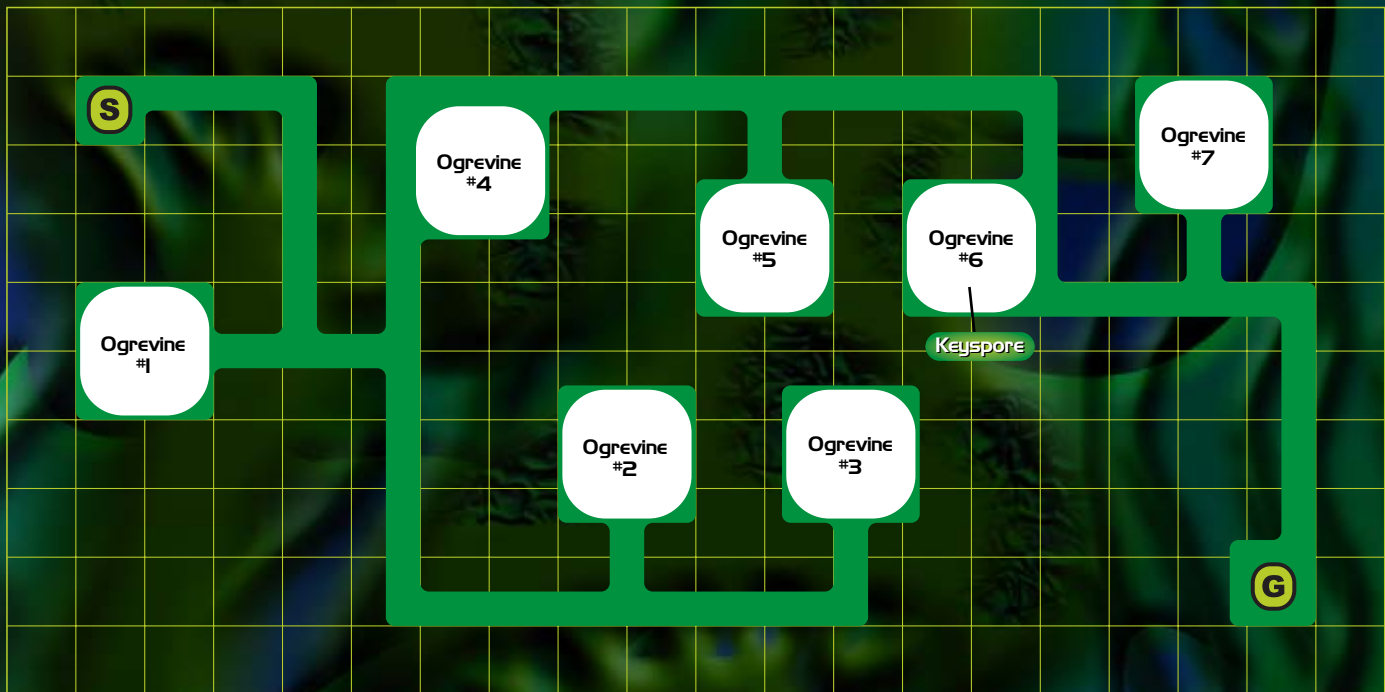
Divine Beasts

Mush

Sulligan



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Earth Forest 5

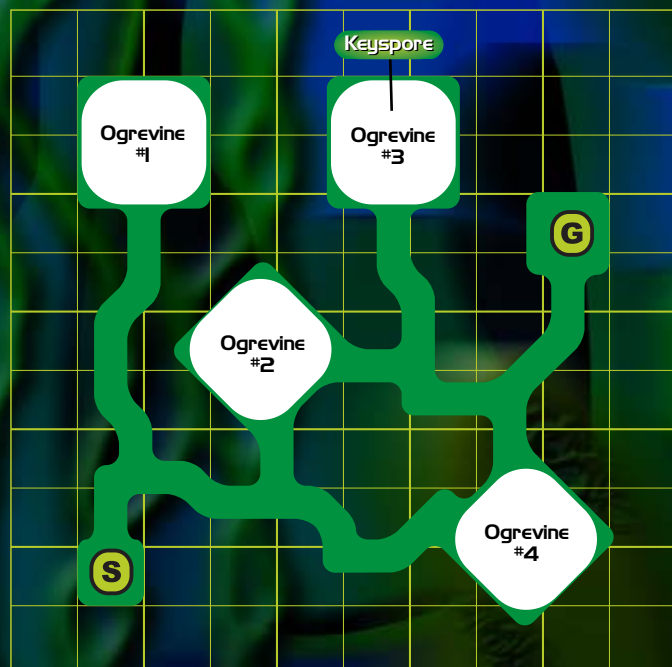
Boss Fight—Sulligan (Ogrevine #6)

Sulligan is all about defense and raising its Speed and Attack parameters. After beefing up your own defensive line, blast it. Sulligan is not immune to sleep, so if you have a strong sleep skill available, use it. After the battle, collect the Dustup, the items Sulligan dropped, and the Keyspore. Then leave this Ogrevine.



Fire Forest 5

Fire Heat 1



Divine Beasts

Bokklchu

Tiral

Meeting Wu (Ogrevine #3)

Wu believes the path that lies ahead for Kahu may be even more difficult than what he has already faced. Once you've talked with Wu, collect the Keyspore.



Fire Heat 2

Divine Beasts

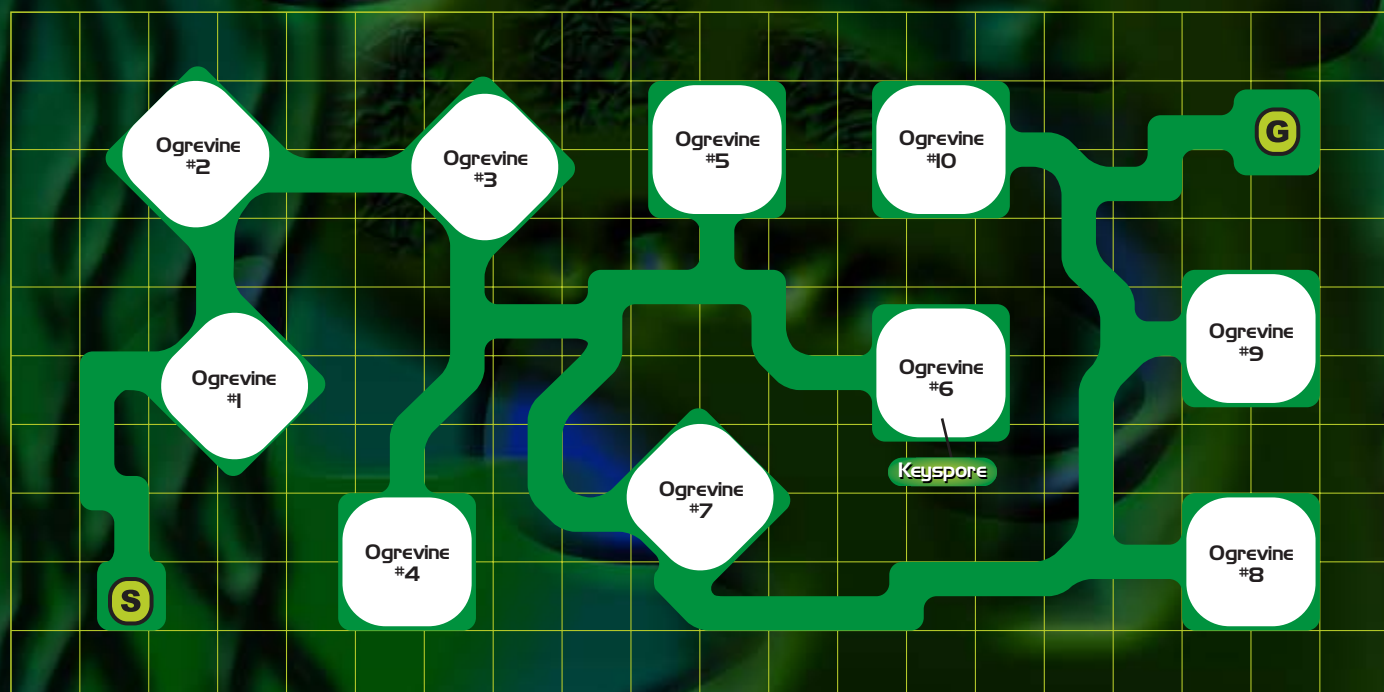
Bokklchu

Tiral

The Lost BeastHunters (Ogrevine #6)



These BeastHunters are lost in the forest. Now that the forest is unsealed, these brothers can return home. Collect the Keyspore before leaving.

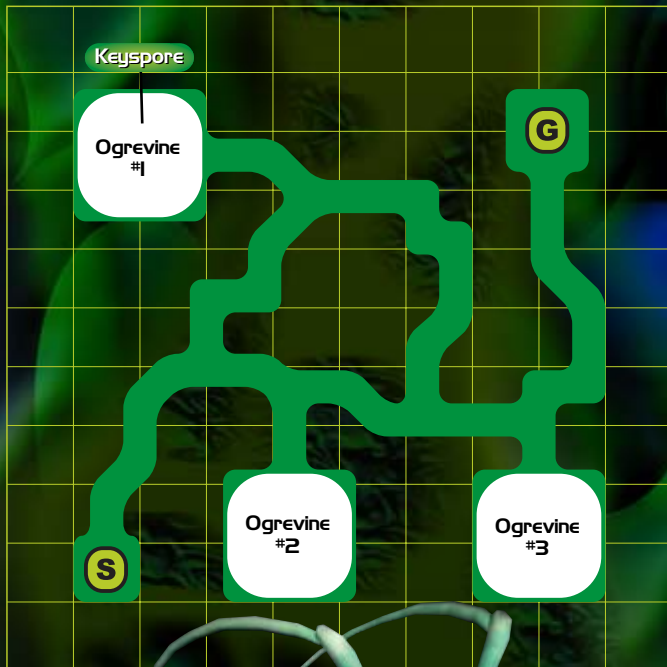


Fire Heat 3

Divine Beasts

Radreck

Wantchu



Keyspore

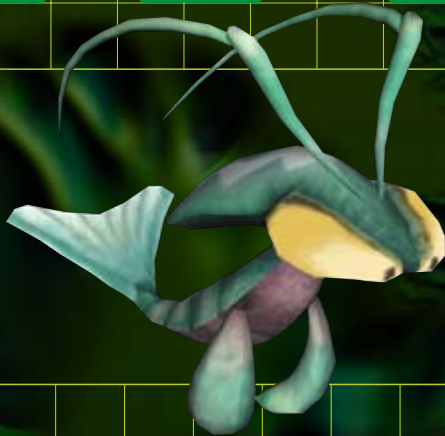
Ogrevine #1

G

Ogrevine #2

Ogrevine #3

S



The Strange Forest (Ogrevine #1)



Kahu thinks the forest is strange. Talk to Wu to learn more about the forest. Collect the Keyspore before leaving this Ogrevine.

Fire Heat 4

Divine Beasts

Radreck

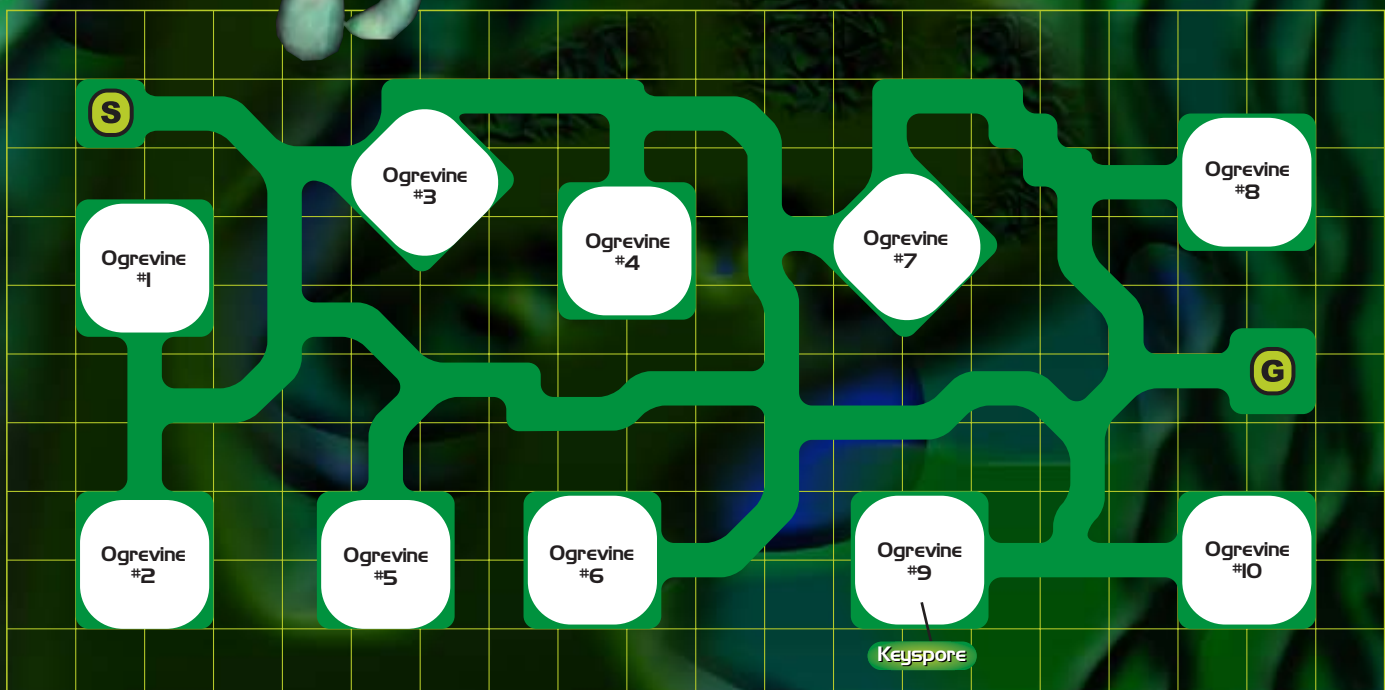
Wantchu

Kalma Battle

Dela Getchu

Drac BeastHunter Battle (Ogrevine #9)

The Keyspore is in the back of this Ogrevine, but if you want a challenging battle, take on the BeastHunter. This BeastHunter is anxious to try out his new formation on Kahu. You must defeat some strong beasts. Several of them have the Shockwave skill, which inflicts damage on your entire front line. Keep your defenses up, then blast away between turns of healing. Once defeated, the BeastHunter gives you a Drac Medal.



S

Ogrevine #1

Ogrevine #3

Ogrevine #4

Ogrevine #7

Ogrevine #8

G

Ogrevine #2

Ogrevine #5

Ogrevine #6

Ogrevine #9

Ogrevine #10

Keyspore

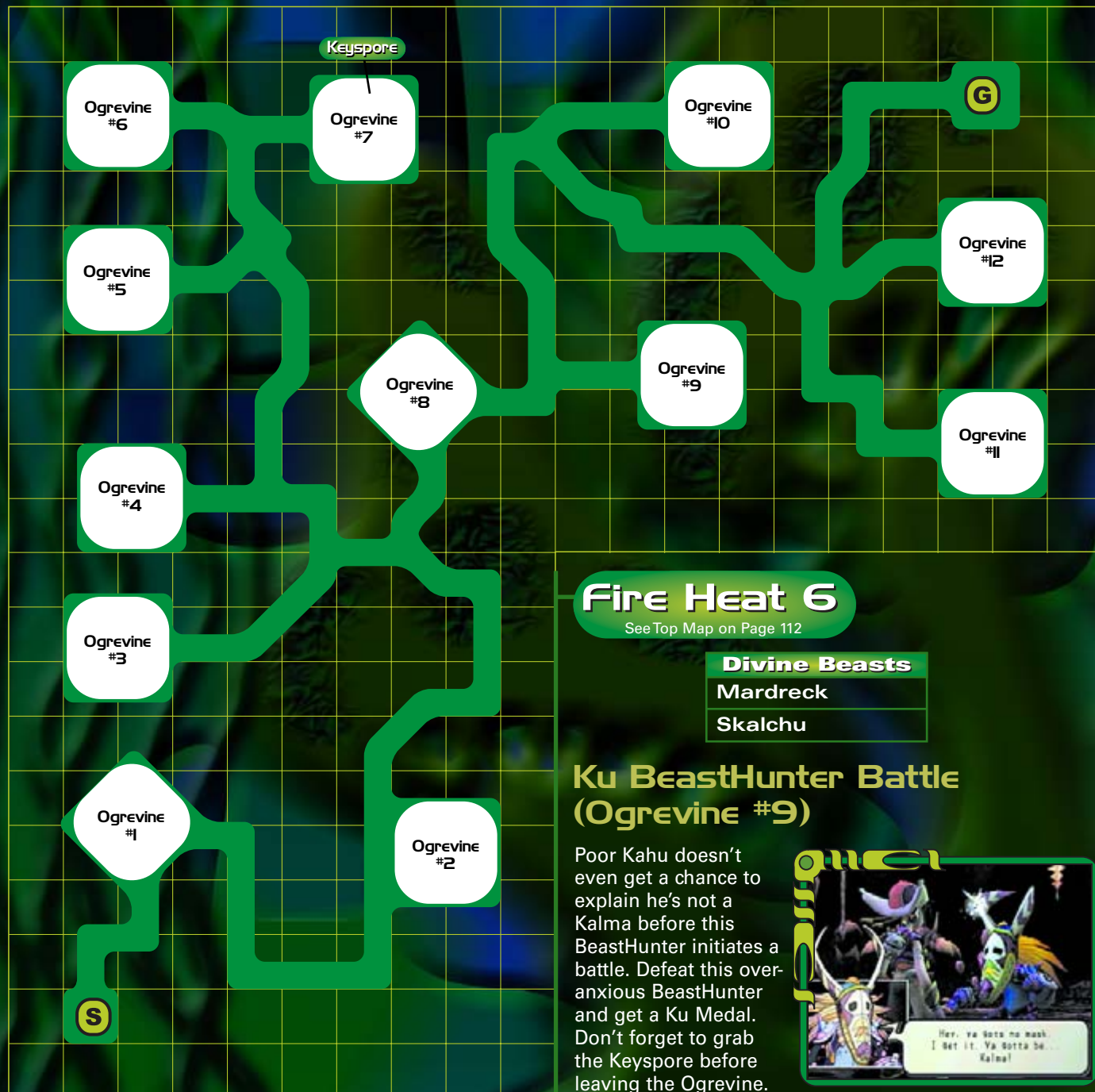
Fire Forest 5

Fire Heat 5

Divine Beasts

Skalchu

Mardreck



Nam's Studies (Ogrevine #7)



Nam's having trouble with the homework Wu assigned to him. It's pretty confusing, but Nam's sure to figure it out. Collect the Keyspore after speaking with Nam.

Fire Heat 6

See Top Map on Page 112

Divine Beasts

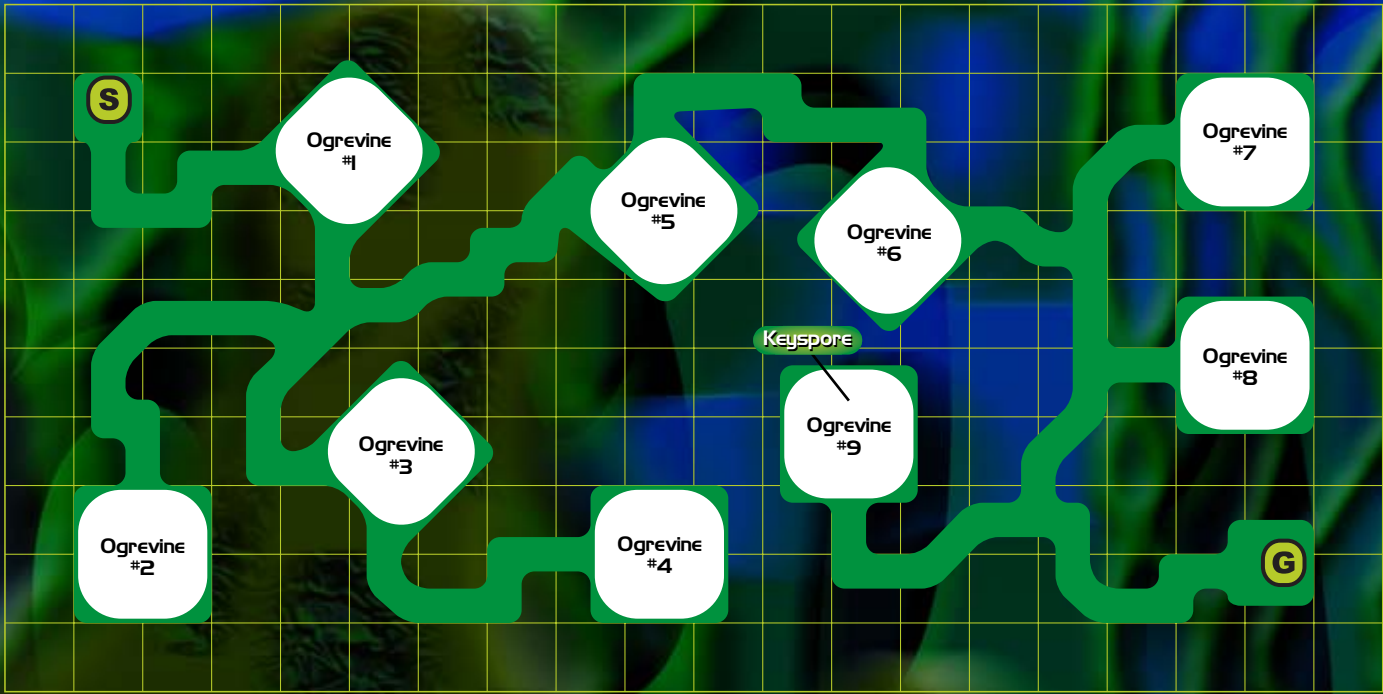
Mardreck

Skalchu

Ku BeastHunter Battle (Ogrevine #9)

Poor Kahu doesn't even get a chance to explain he's not a Kalma before this BeastHunter initiates a battle. Defeat this over-anxious BeastHunter and get a Ku Medal. Don't forget to grab the Keyspore before leaving the Ogrevine.



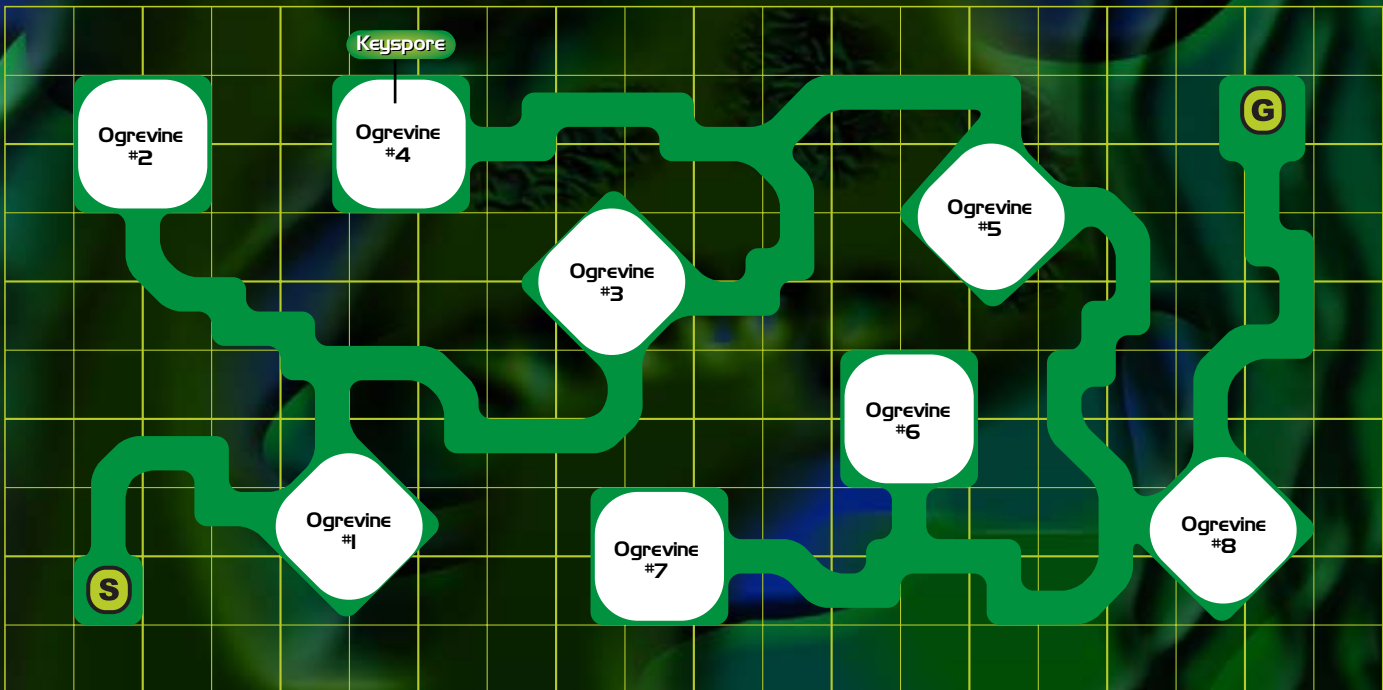


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Fire Heat 7

Boss Fight-Devilchu (Ogrevine #4)

By now you know what to expect from this creature—instant death. Keep your party alive by having multiple Divine Beasts with a sleep skill. Put the boss to sleep, set up your defenses, and then hit it hard. When it wakes up, put it right back to sleep. Just keep repeating the cycle. After the battle, pick up the Firestorm, the Keyspore, and the other items Devilchu dropped.



Fire Forest 5

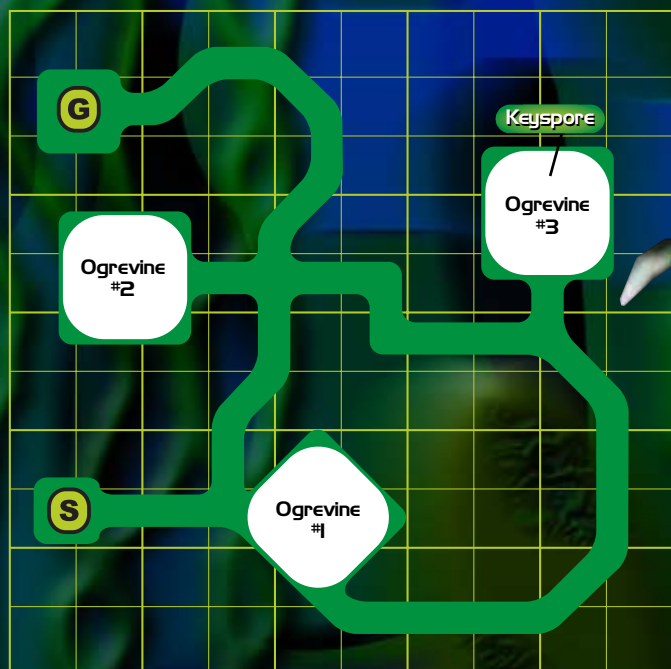
Divine Beasts

Skalchu

Mardreck

Wind Forest 6

Wind Sport 1



Divine Beasts

Tiral
Papillone



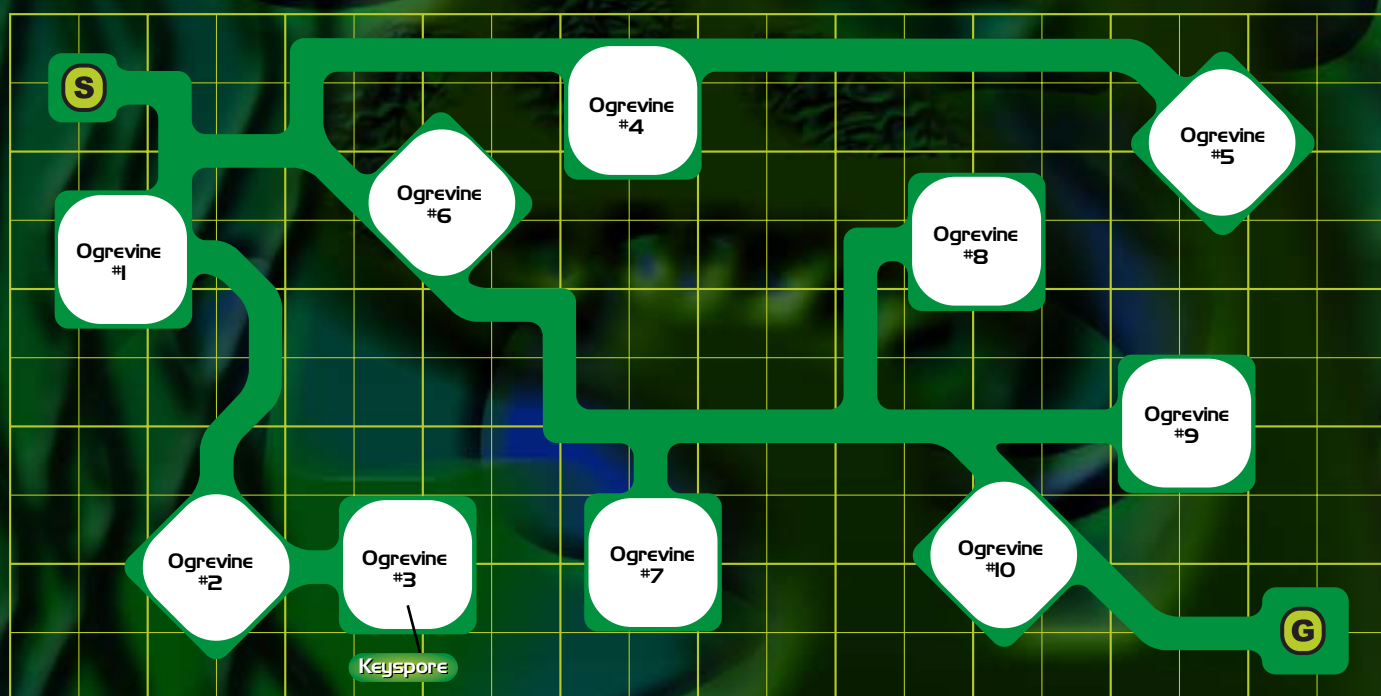
Wind Sport 2

Divine Beasts

Papillone
Mothmanti
Ribbebat

Kalma Battle

Earina



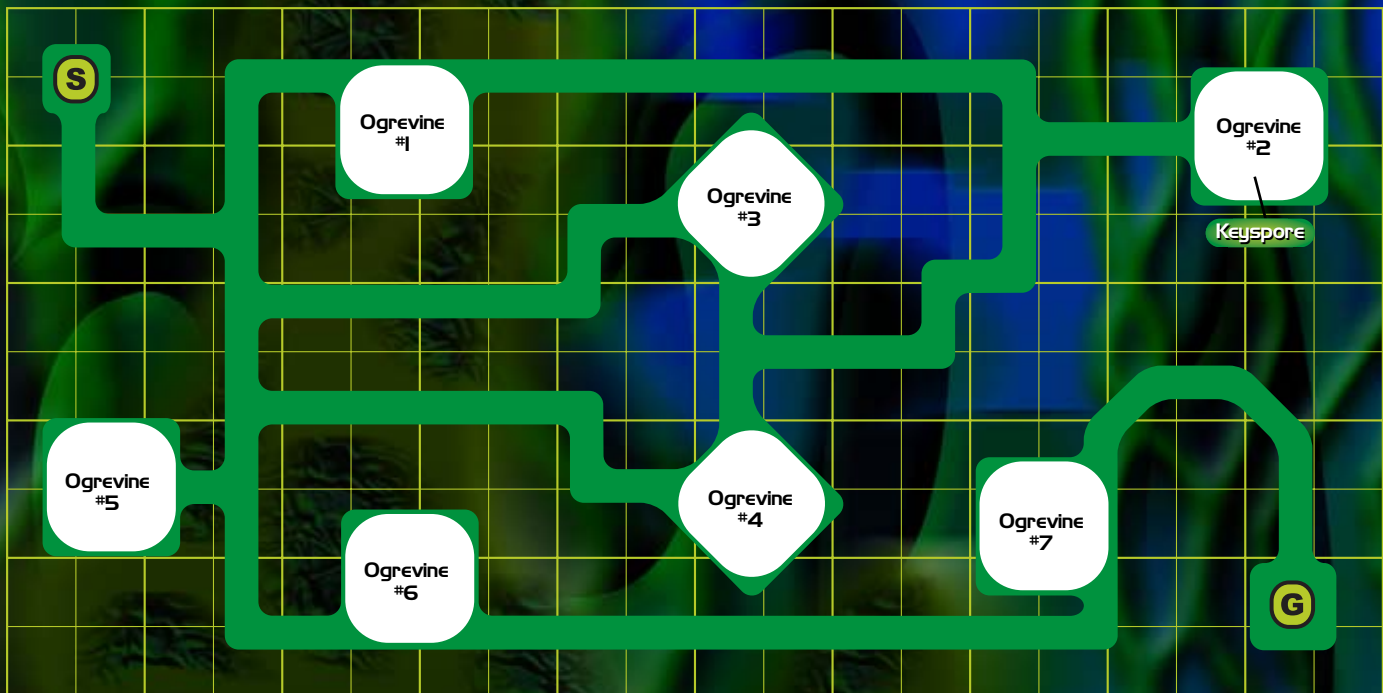
Wind Sport 3

Divine Beast

Mothmanti

Kalma Battle

Kataimel

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Wind Sport 4

Divine Beasts

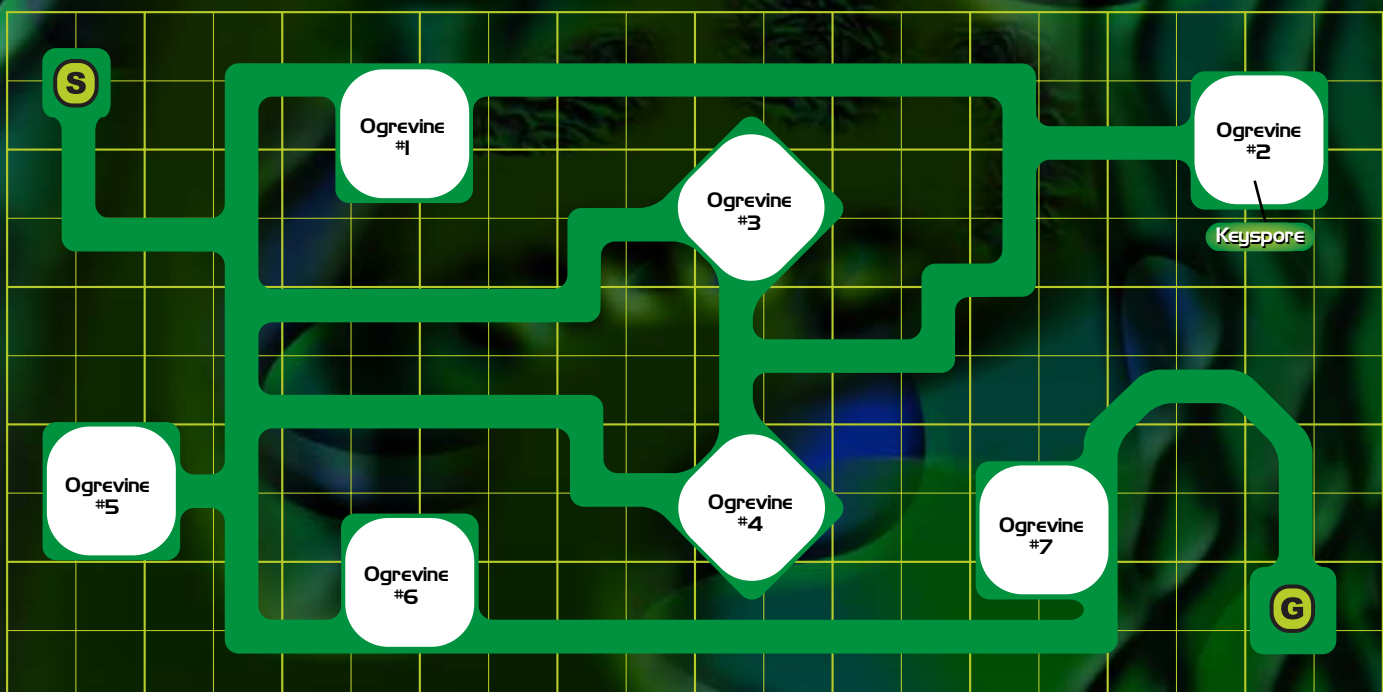
Mothmanti

Skalco

Geso-Q

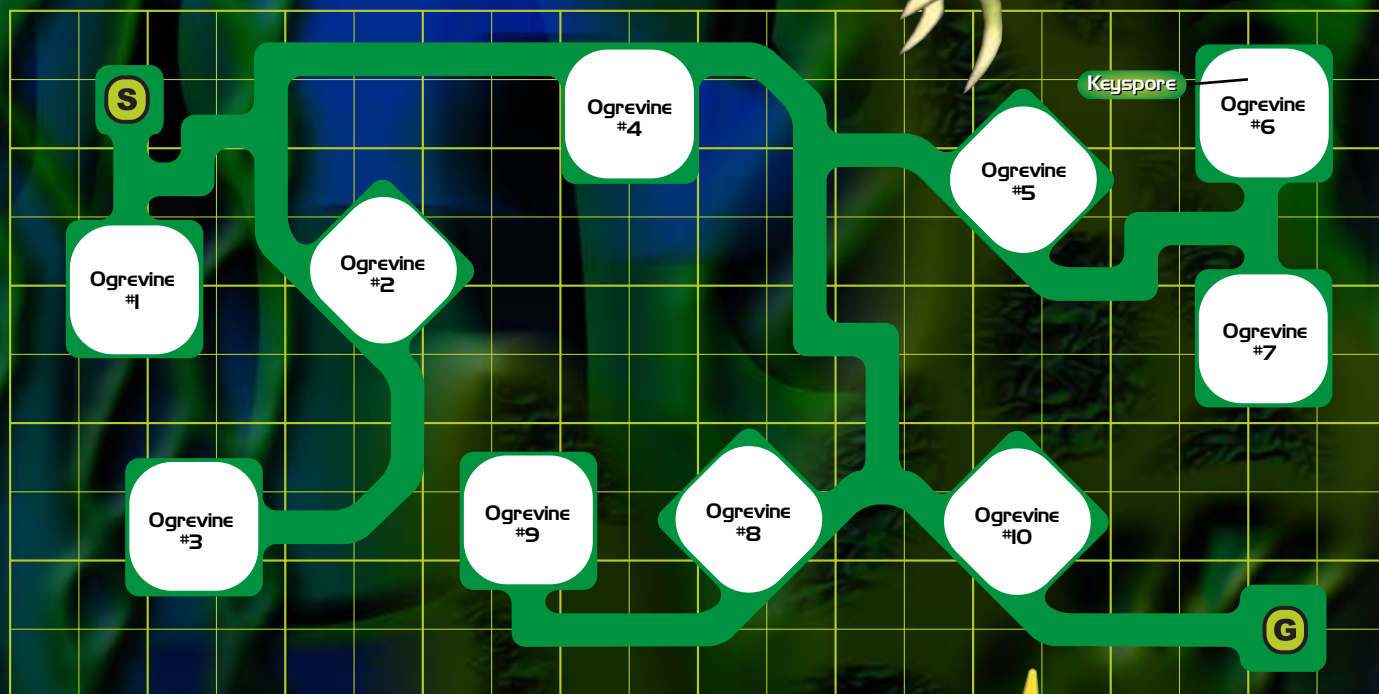
Gil's Research (Ogrevine #8)

Gil is trying to find a way to boost the skills of Divine Beasts while they're still in the larvae stage, but it doesn't sound like he's having much luck. Collect the Keyspore before leaving this Ogrevine.



Wind Forest 6

Skalco



See Top Map on Page 117

Skalco

Drabern

special attacks with your own, or just go for the kill with your toughest beasts. The boss doesn't hit very

Gojet is all about using his sleep skill, so if your Divine Beasts aren't naturally resistant, have a supply of battle items or a beast that cures all abnormal status. Counter Gojet's

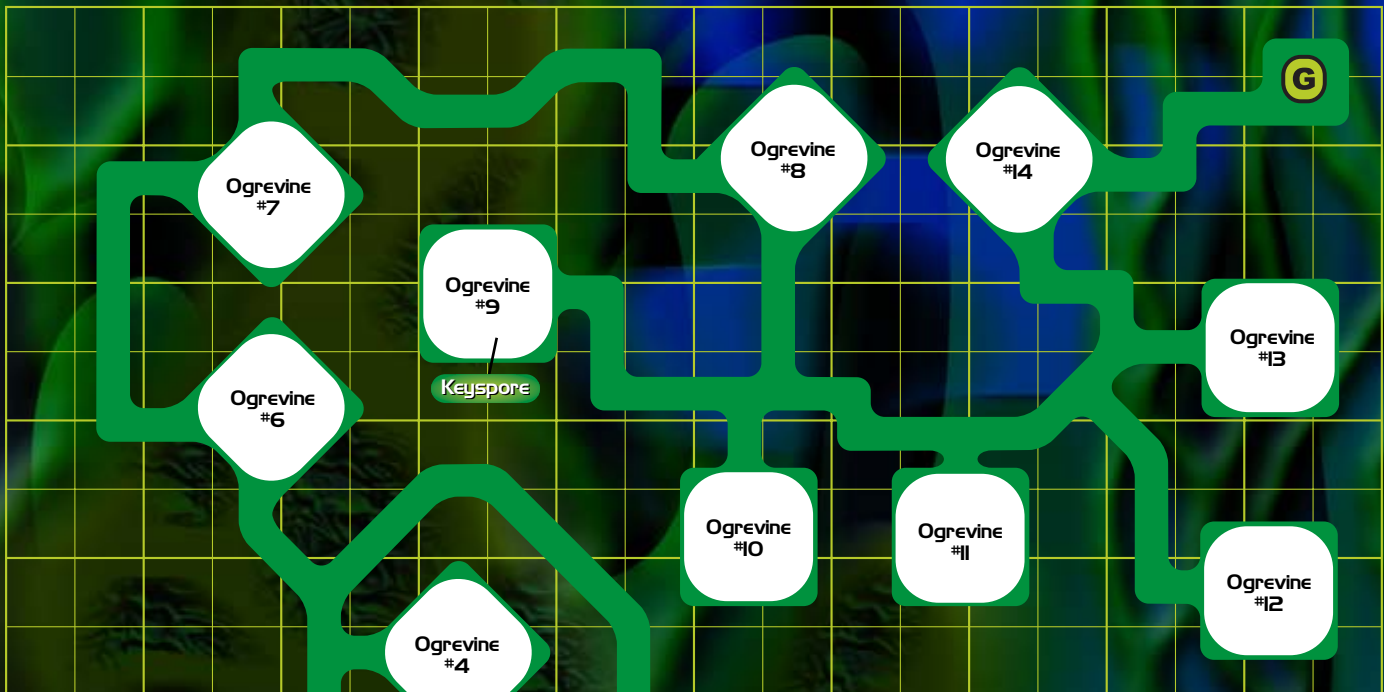


hard compared with other bosses, so defenses aren't a priority. Just keep your beasts awake and on the attack. Once Gojet has been defeated, pick up the items he dropped and collect the Keyspore.

The Wind Jewel

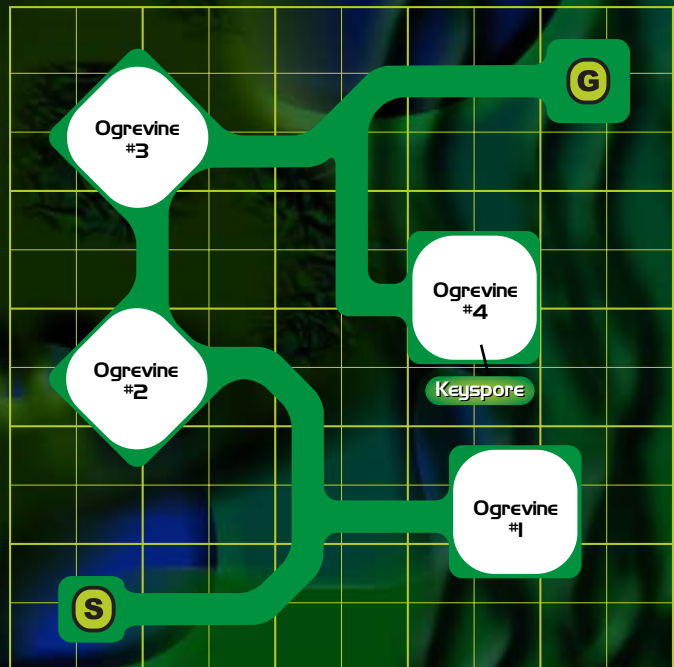
A new orb is on the seventh level of the Wind Forest. When you arrive here, you pick up the Wind Jewel. You can now enter a Merge-Only Tournament.





Water Forest 6

Water Tier I



Divine Beasts

Hoho

Pokeyfish

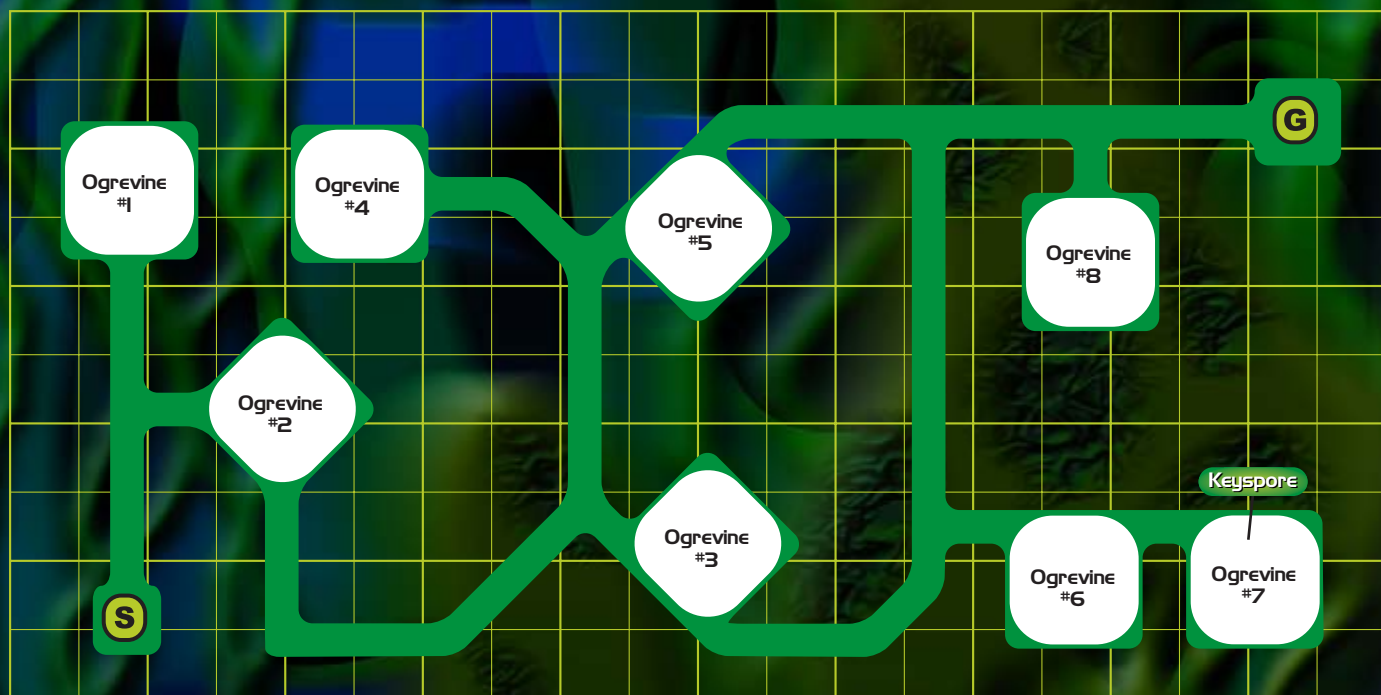


Water Tier 2

Divine Beasts

Pokeyfish

Brollopelan

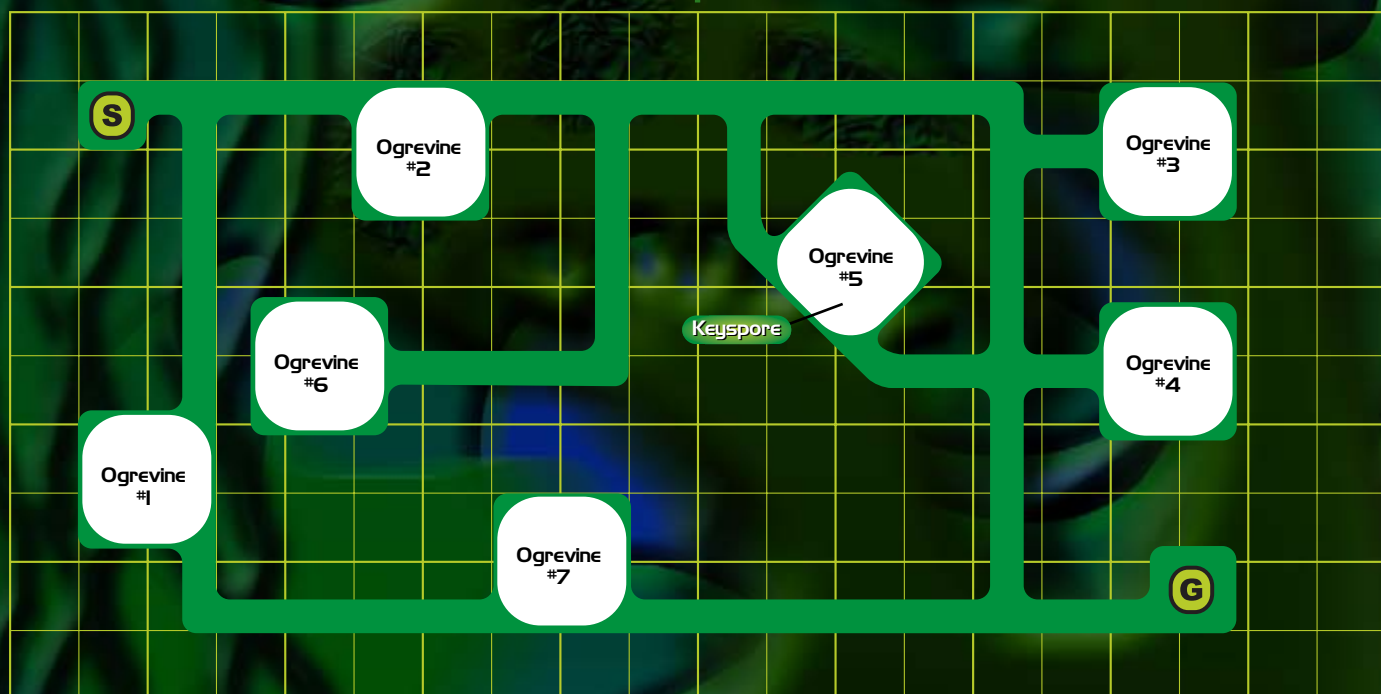


Water Tier 3

Divine Beasts

Pokeyfish

Anglor



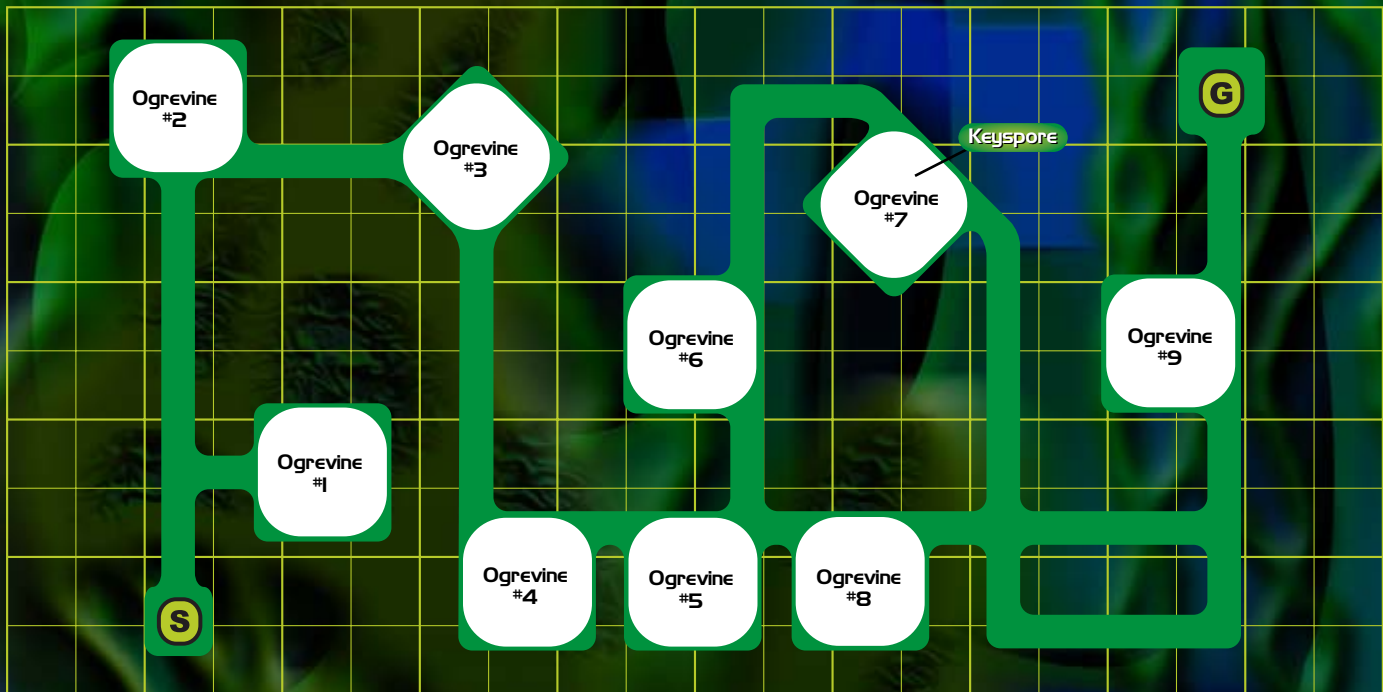
Water Tier 4

Divine Beasts

Anglor

Navi

Pokeyfish

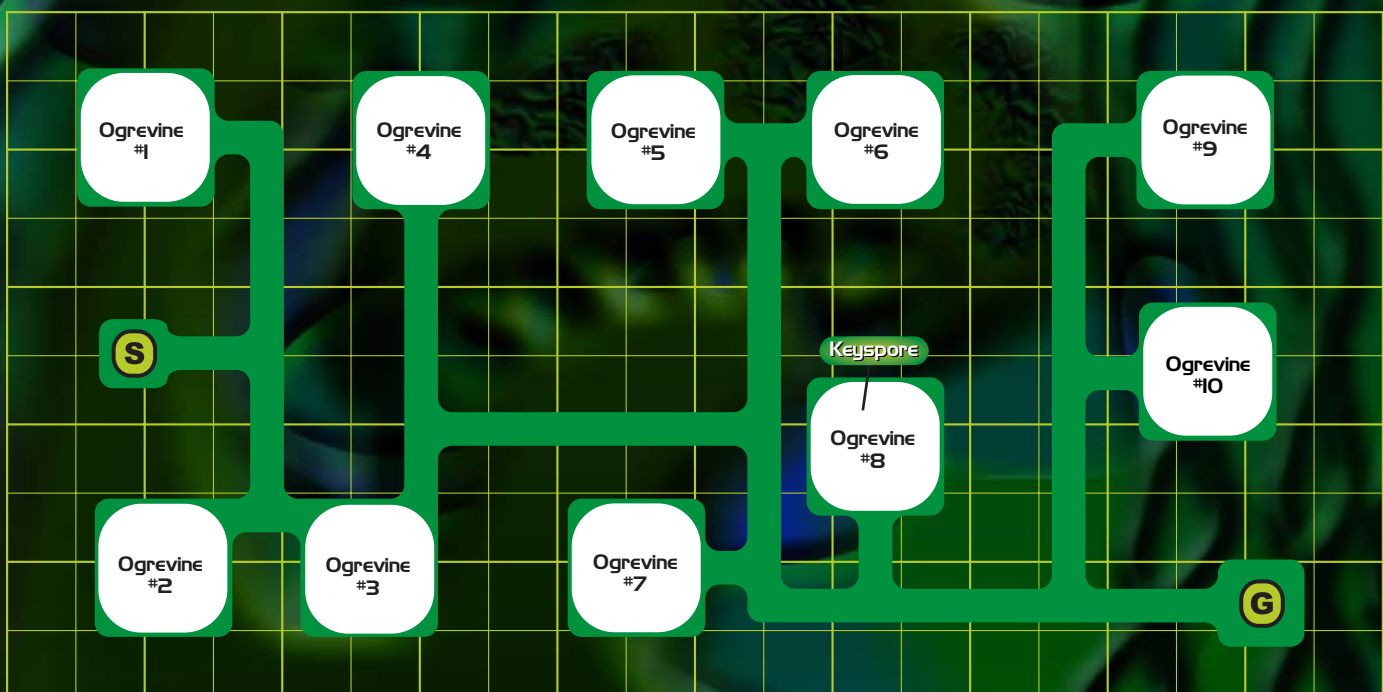


Water Tier 5

Divine Beasts

Chamelemon

Pokeyfish

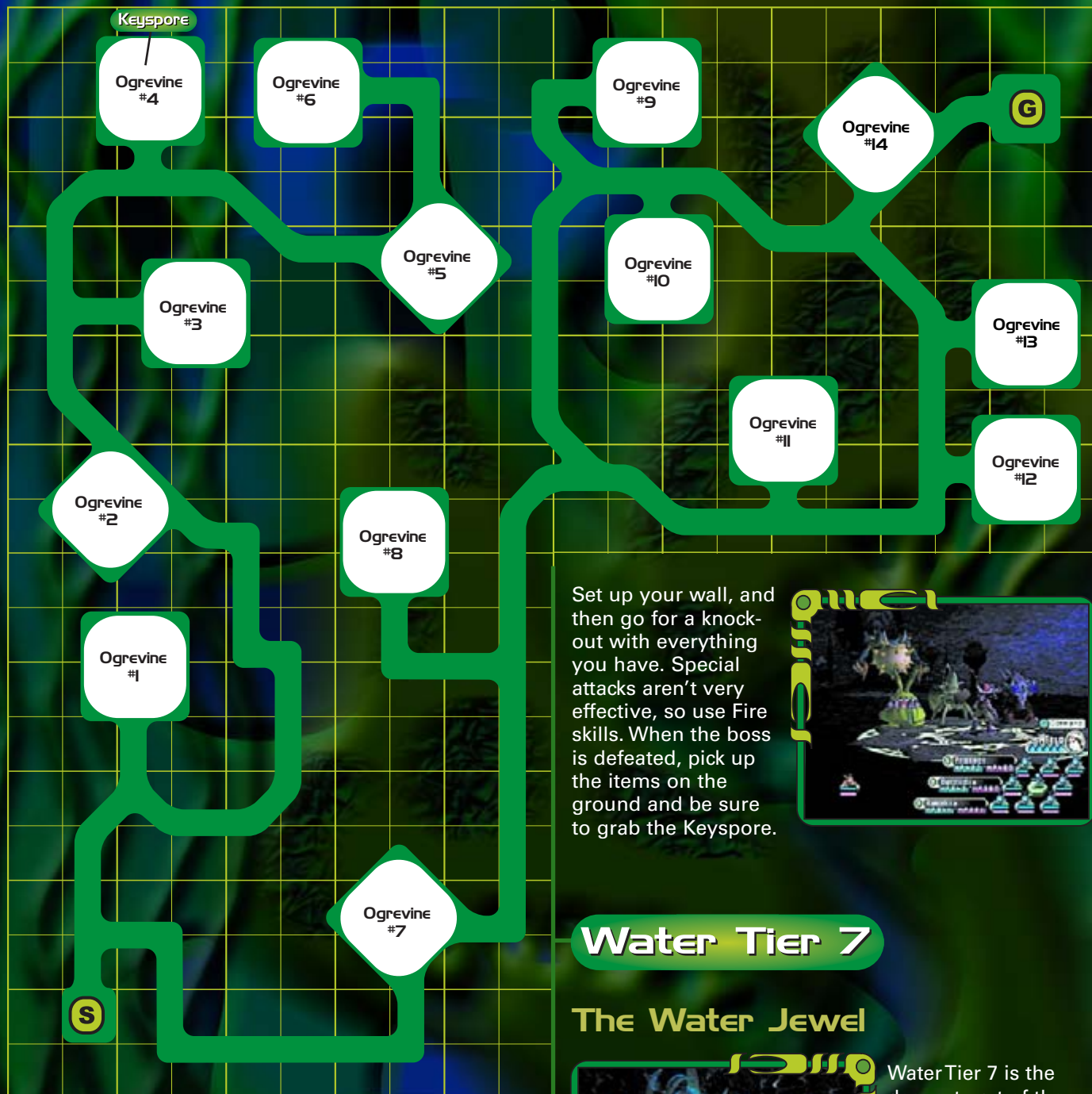


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Water Forest 6

Water Tier 6

Divine Beast
Chamelemon



Boss Fight-Sembone (Ogrevine #4)

This giant beast is as tough as it looks. It uses two nasty attacks and can heal itself. Wear Sembone down with a strong defense combined with a fast attack.

Set up your wall, and then go for a knock-out with everything you have. Special attacks aren't very effective, so use Fire skills. When the boss is defeated, pick up the items on the ground and be sure to grab the Keyspore.



Water Tier 7

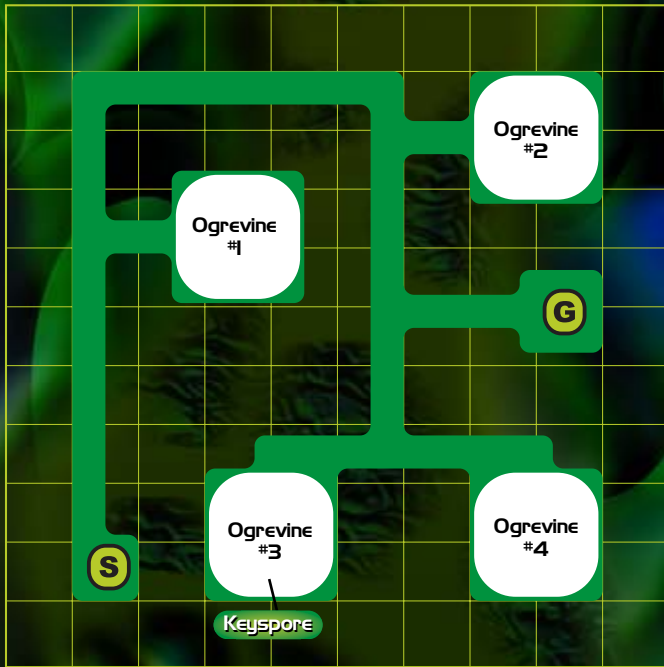
The Water Jewel



Water Tier 7 is the deepest part of the Water Forest. You see a new orb and receive the Water Jewel. Now you can participate in the Auto-Right-Turn Tournament at the Arena.

Earth Forest 6

Dustup 1



Divine Beasts

Binoculus
Wriggler
Hoho

Kalma Battle

Trinoculus

Mint (Ogravevine #3)

Kahu thinks Mint may be working too hard for someone so young. However, Mint doesn't appreciate the concern. Collect the Keyspore after talking to Mint.



Dustup 2

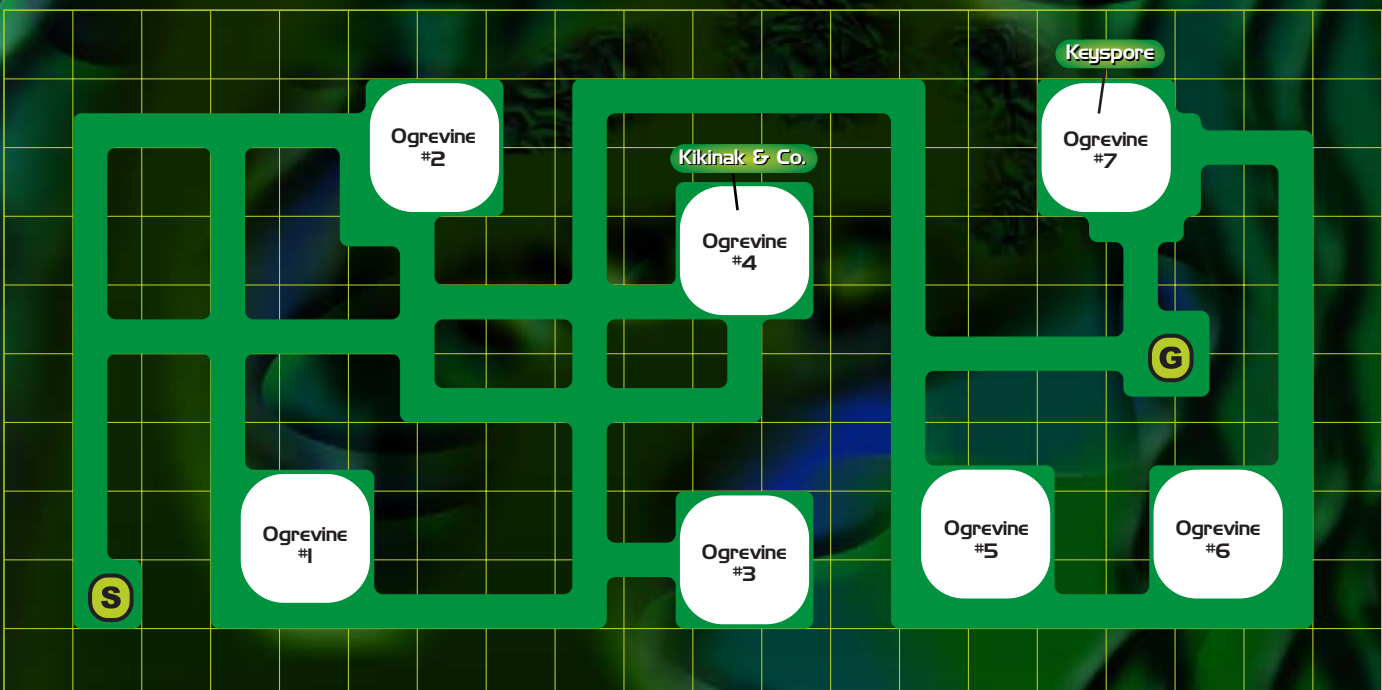
Divine Beasts

Sulligan
Bokklchu
Wriggler

Kikinak & Co. (Ogravevine #4)



Just what every Sweet Knight fan needs—a division of Kikinak & Co. selling Sweet Knight paraphernalia! These items are expensive, but not too much for a real Sweet Knight's fan.



Sweet Knight's Tactical (Ogrevine #5)



Collect the Keyspore after talking with Cocona and Cinnamon. It sounds like a sub-leader for the Sweet Knights may not be out of the question.

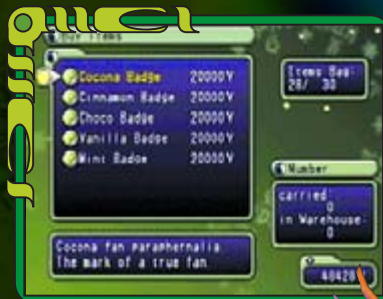
Kikinak & Co. (Ogrevine #4)

If your supplies are getting a little low, stock up at Kikinak & Co. in Ogrevine #4.



Kikinak & Co. (Ogrevine #7)

Sweet Knights Badges are for sale at Ogrevine #7! Add to your Sweet Knights paraphernalia by purchasing a Sweet Knights Badge.



Gara BeastHunter Battle (Ogrevine #5)



Here's another impromptu BeastHunter battle in the forest. This BeastHunter has several defensive Divine Beasts. If you have a strong offensive group, you shouldn't have any trouble

defeating this BeastHunter. When you do, you receive the Gara Medal. Collect the Keyspore before leaving this Ogrevine.

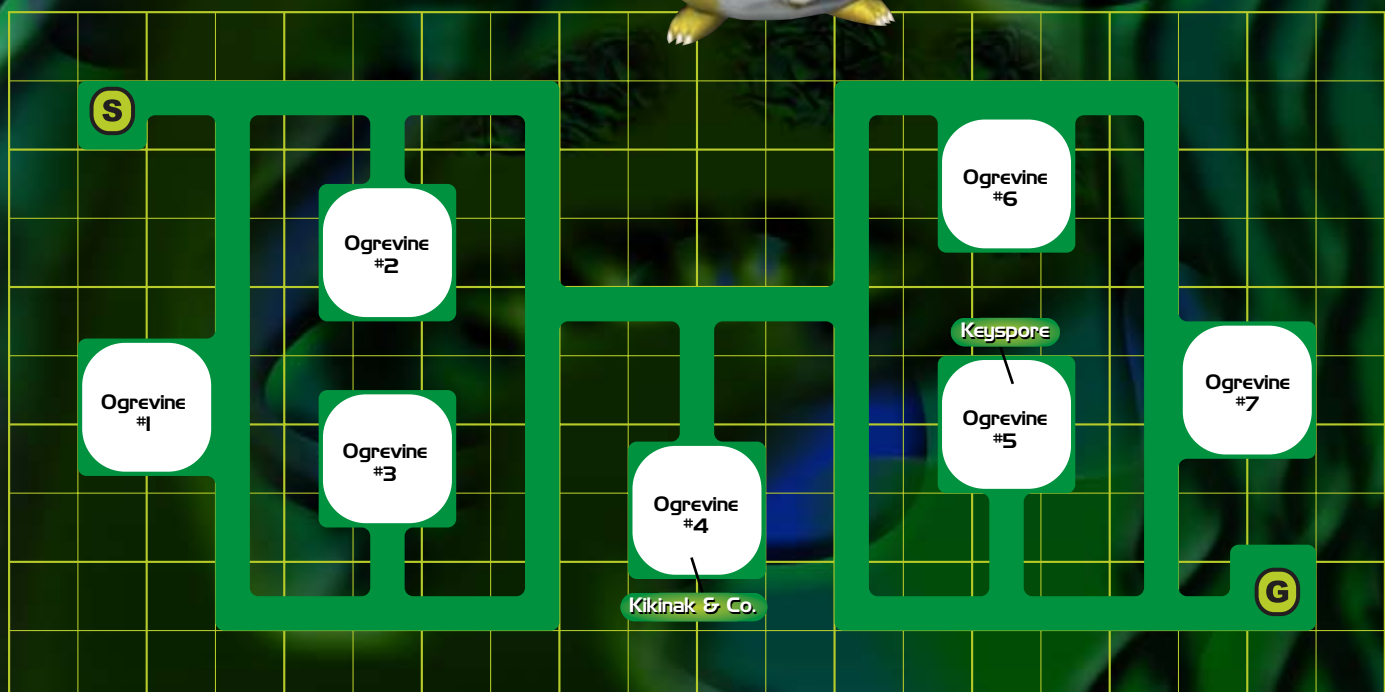
Dustup 5

Divine Beasts

Ginubeat

Mush

Papillone



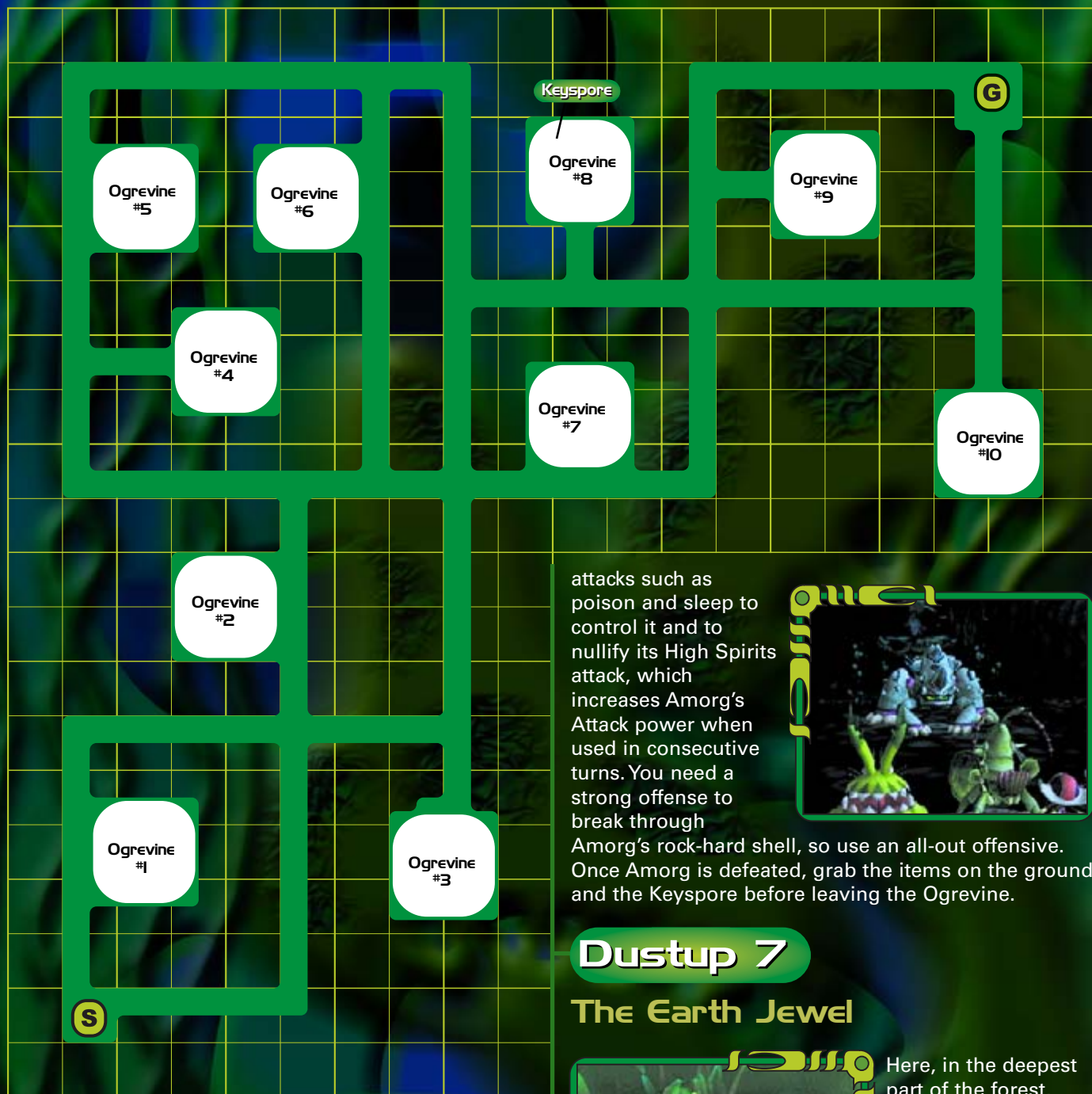
Earth Forest 6

Dustup 6

Divine Beasts

Mush

Ginuba



Boss Fight-Amorg (Ogrevine #8)

Amorg stands between you and the Keyspore. This hard-skinned beast can absorb a lot of damage while dishing out a heaping helping of its own. Use status

attacks such as poison and sleep to control it and to nullify its High Spirits attack, which increases Amorg's Attack power when used in consecutive turns. You need a strong offense to break through

Amorg's rock-hard shell, so use an all-out offensive. Once Amorg is defeated, grab the items on the ground and the Keyspore before leaving the Ogrevine.



Dustup 7

The Earth Jewel



Here, in the deepest part of the forest, Kahu finds a new orb called the Earth Jewel. Now Kahu can enter a Two-Side-Only Tournament. Now you can return to the Temple.

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Earth Forest 6

Fire Forest 6

Firestorm 1



Divine Beasts

Wantchu
Brollopelan

Lipstick Delivery
(Ogrevine #3)

If you accepted the job posted in the Lounge to deliver lipstick, this is where you'll see Cocona. Collect the Keyspore after you talk to Cocona.



Firestorm 2

Divine Beasts

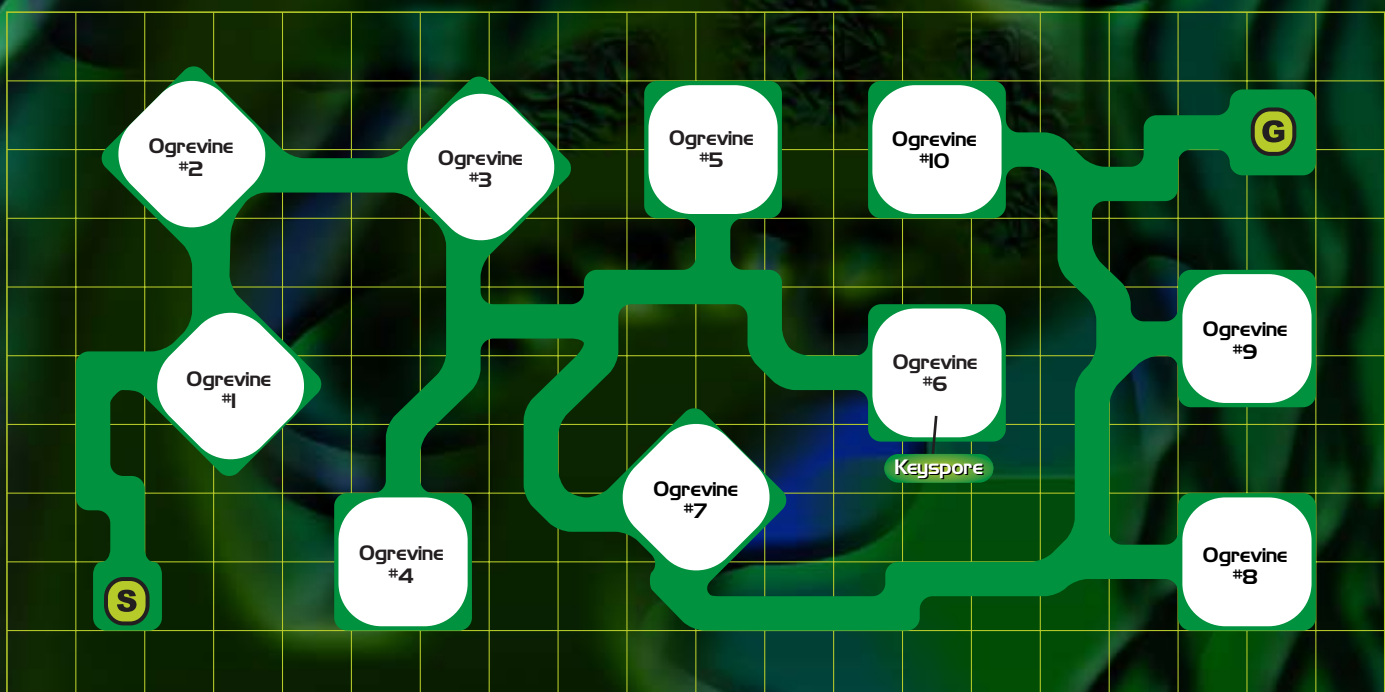
Wantchu
Fangler

Kalma Battle

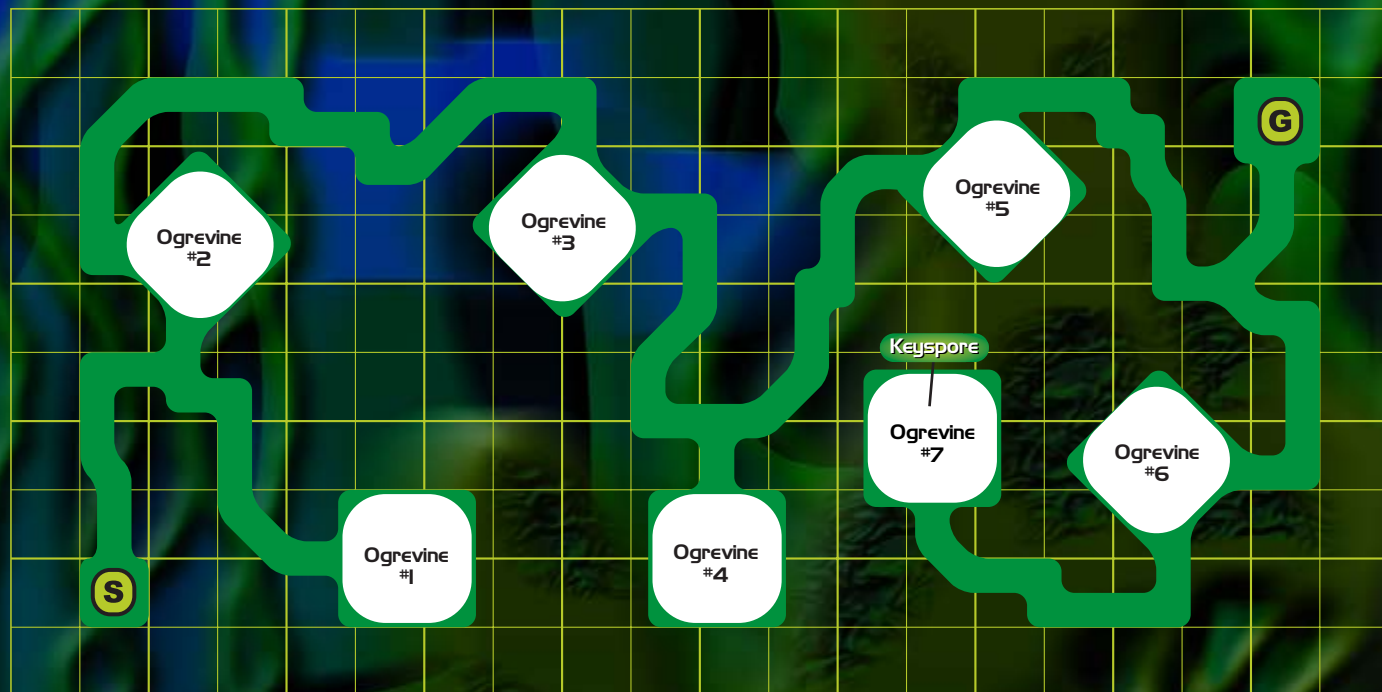
Volkaiser

Arena Training
(Ogrevine #6)

Talk to Wu to learn about battling in the Arena. Afterward, pick up the Keyspore from the back of this Ogrevine.



Firestorm 3



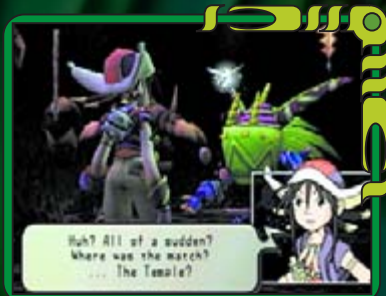
Divine Beasts

Wantchu

Navi

Mardreck

Og BeastHunter Battle (Ogrevine #7)



This BeastHunter is fired up for a fight after watching the battles at the Arena. He has two Divine Beasts on his BeastAmulet casting instant death, so this will be a short battle unless you put those beasts

to sleep. Once they're asleep, blast them with your heavy-hitters to end this battle. After he's defeated, the BeastHunter gives you an Og Medal. Collect the Keyspore before leaving the Ogrevine.

Firestorm 4

See Top Map on Page 127

Divine Beasts

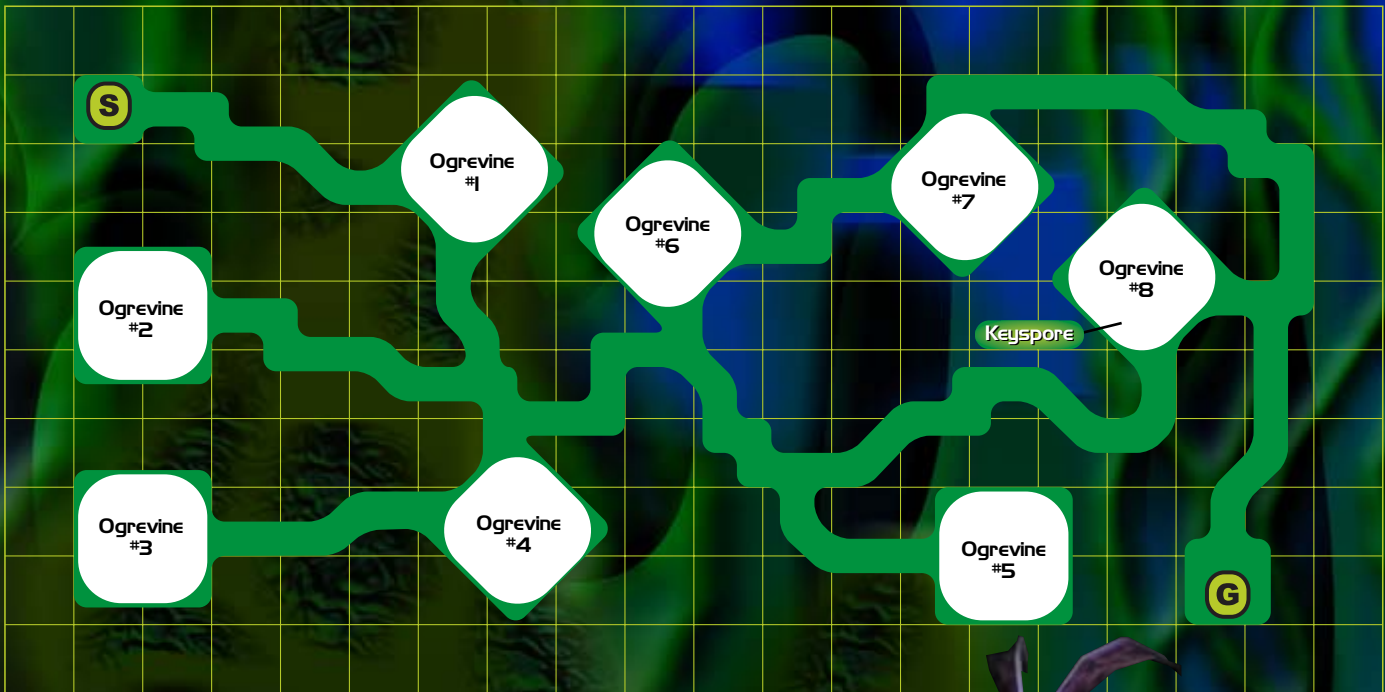
Mardreck

Mayen

Nam's Lessons (Ogrevine #8)

Nam's a little confused over the lessons Wu is trying to teach him. After speaking with Nam, collect the Keyspore.





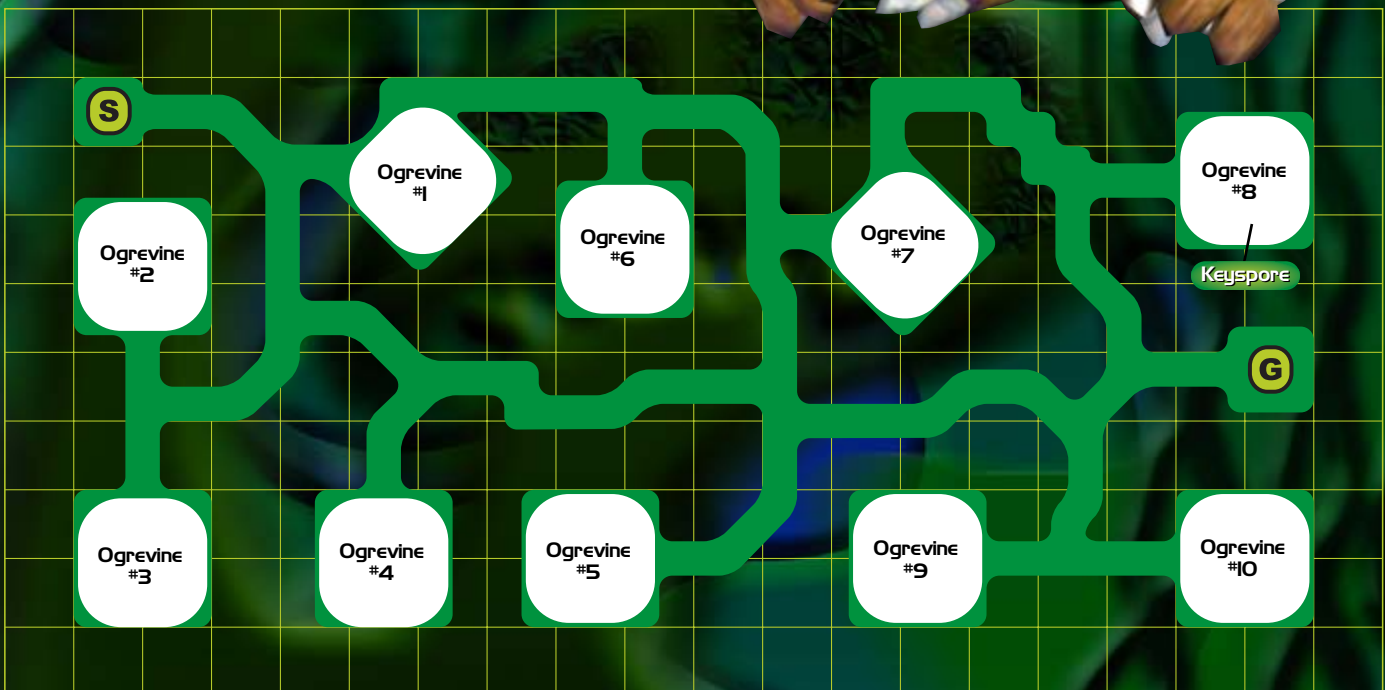
Firestorm 5

Divine Beasts

Skalchu

Hoho

Radreck



Firestorm 5

Divine Beast
Radreck



Special attacks such as sleep don't work well, so focus on defense and a strong attack. Once Blumen has been defeated, pick up the Keyspore and other items in back of the Ogrevine.

Firestorm 7

The Fire Jewel

Now that Kahu has reached the deepest part of the forest, he picks up the Fire Jewel. Now Kahu can enter an Auto-Left-Turn Tournament at the Arena.



Boss Fight-Blumen (Ogrevine #12)

Blumen is all offense, and a strong offense at that. Using Killer Chance, this boss can put a serious hurt on your beasts. Focus on defense. Get a wall up, or use other defensive measures before attacking.

The Final Arena Battles

Now that Kahu has collected all the jewels from the final four forest areas, he can participate in the special tournaments at the Arena. Below is a brief description of each of these battles. Though having the jewels allows participation in the final four tournaments, Kahu must win the other tournaments as well.

Novice 2

This is a novice tournament for up to two Divine Beasts.

Amateur 2

This is an intermediate tournament for up to two Divine Beasts.

Advance 2

This is an advanced tournament for up to two Divine Beasts.

Novice 4

This novice tournament allows up to four Divine Beasts.

Amateur 4

This intermediate tournament allows up to four Divine Beasts.

Advance 4

This advanced tournament allows up to four Divine Beasts.

Novice 6

Bring six Divine Beasts to this novice tournament.

Amateur 6

Bring six Divine Beasts to this intermediate tournament.

Advance 6

Bring six Divine Beasts to this advanced tournament.

Two-Side-Only Tournament

In this tournament, you fight with Divine Beasts on only two sides of the BeastAmulet.

Auto-Right-Turn Tournament

In this tournament, the BeastAmulet automatically turns to the right.

Auto-Left-Turn Tournament

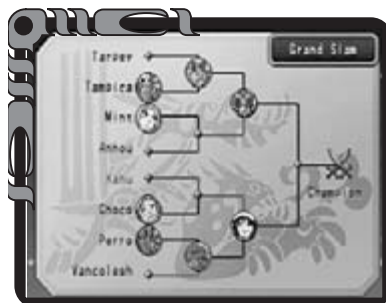
In this tournament, the BeastAmulet automatically turns to the left.

Merge-Limited Tournament

This tournament is limited to Divine Beasts merged no more than twice.

Grand Slam Tournament

This tournament is open only to those who have won all of the tournaments. By the time you've reached the last tier of the Grand Slam, you're in for several long battles.



Regardless of who you fight all the way through this tournament, be prepared for mature Divine Beasts with plenty of HP, MP, and firepower. Cast sleep and poison—most creatures you meet are susceptible to these attacks. Keeping your opponent's Divine Beasts asleep and poisoned considerably weakens his or her front line considerably, allowing more bang for your buck when you attack with your heavy hitters.

Once you've defeated all of your opponents and have earned the right to be called Champion, a surprise opponent enters the Arena to battle Kahu for the title. We won't tell you who it is—see for yourself. Just don't be fooled by this fighter's lineup of weak-looking creatures. They're much tougher than they look. Use the same strategy you've used all along and you can win! If you do, you'll be the Champion.



Divine Beast Skills and Abilities

Skills

The following is a list of all of the skills in *Jade Cocoon 2*. Use this list to plan your Divine Beasts' growth. If you have a plan right from the start, your team will be much stronger in the end.

NOTE

In the following tables, the abbreviations S, M, L, XL, and XXL are taken directly from the game and stand for Small, Medium, Large, X-Large, and XX-Large.

Divine Beast Skills (Earth)

Name	Rank	MP	Type	Description
Barrian	S	57	MG	Protect all allies, XL
Barrid	E	16	MG	Protect all allies
Barridia	B	43	MG	Protect all allies, L
Barridis	D	27	MG	Protect all allies, M
Blast	C	29	SK	Nullify Defense, L damage
Break	E	13	SK	Nullify Defense, S damage
Charge	D	27	SK	Store power, L damage
Cover	B	22	-	Ups Defense, may cover ally
Crush	D	22	SK	Nullify Defense, M damage
Dash	B	43	SK	Store power, XL damage
Earth Protect	A	28	-	Boosts Defense, returns attack
Explode	S	47	SK	Nullify Defense, XXL damage
Feeling Fine	E	13	SK	Ups Attack on repeat, S
Fossa Magna	S	57	SK	Cuts HP to 1 if hits
High Spirits	A	42	SK	Ups Attack on repeat, XL
Kiai Blast	D	22	SK	Ups Attack on repeat, M
Lapias	B	30	MG	Ups Speed, XL, all allies
Lapiate	S	45	MG	Ups Speed, XXL, all allies
Libarid	C	35	MG	Defends 1 skill attack, all
Libaridia	A	52	MG	Defends all attacks, all
Life Blast	A	42	SK	Ups Attack depending on HP
Magma	C	23	SK	Cuts HP to 3/4 if hits
Mantle	B	35	SK	Cuts HP in half if hits
Mitrea	S	57	MG	Ups all parameters, all
Protect	S	33	-	Ups Defense, covers ally
Ragulia	A	52	MG	Ups Attack, XL, all allies
Ragulina	S	57	MG	Ups Attack, XXL, all allies
Ragulth	C	35	MG	Ups Attack, all allies
Ramak	E	10	MG	Ups Defense, S, all allies
Ramakia	B	30	MG	Ups Defense, L, all allies
Ramakis	D	17	MG	Ups Defense, M, all allies
Ramakite	A	38	MG	Ups Defense, XL, all allies
Spirit Blast	C	29	SK	Ups Attack on repeat, L
Tackle	S	57	SK	Store power, XXL damage
Ulvi	E	10	MG	Rock attack, S damage

Divine Beast Skills (Earth) (continued)

Name	Rank	MP	Type	Description
Ulvia	C	23	MG	Rock attack, L damage
Ulvilude	A	33	MG	Rock attack, XXL damage
Ulviluna	B	28	MG	Rock attack, XL damage
Ulvis	D	17	MG	Rock attack, M damage
Windup	E	16	SK	Store power, M damage

Divine Beast Skills (Fire)

Name	Rank	MP	Type	Description
Ad Muhli	E	19	MG	Sudden death, S percent, 1 enemy
Ad Muhlia	B	55	MG	Sudden death, L percent, 1 enemy
Ad Muhls	D	31	MG	Sudden death, M percent, 1 enemy
Ad Mumarnite	S	68	MG	Sudden death, S percent, all enemy
Agni	E	10	MG	Fire attack, S damage
Agnia	C	23	MG	Fire attack, L damage
Agniagna	A	33	MG	Fire attack, XXL damage
Agnis	D	17	MG	Fire attack, M damage
Agnite	B	28	MG	Fire attack, XL damage
Area Attack	D	27	SK	M damage on side enemy too
Bang Blast	E	16	SK	S damage on side enemy too
Blast Chance	D	22	SK	M damage on critical hit
Burn Attack	C	25	SK	L damage on skill attack
Burn Crash	A	36	SK	XL damage on skill attack
Burn Hit	E	11	SK	S damage on skill attack
Burn Shot	D	19	SK	M damage on skill attack
Comet Strike	A	42	SK	XL damage if hits
Desperado Hit	B	35	SK	Desperate, XL damage
Fobarid	C	23	MG	Firewall, damage to attacker
Fobarina	A	33	MG	Firewall, L damage to attacker
Hit Chance	E	13	SK	S damage on critical hit
Kamikaze Hit	S	47	SK	Desperate, XXL damage
Killer Chance	S	47	SK	XXL damage on critical hit
Lightning Hit	C	29	SK	L damage if hits
Limit Break	B	35	SK	Confuse with L damage
Shockwave	S	57	SK	XL damage on side enemy too
Skewer	A	47	SK	May damage BeastHunter too
Sol	E	18	MG	Explosion, S damage, all
Soldona	A	69	MG	Explosion, XL damage, all
Soldote	S	80	MG	Explosion, XXL damage, all
Solia	B	43	MG	Explosion, L damage, all
Solis	D	30	MG	Explosion, M damage, all
Sonic Boom	C	35	SK	L damage on side enemy too
Stroke Chance	B	35	SK	XL damage on critical hit
Vritra	C	29	MG	Defense down, Attack up, all

Divine Beast Skills (Water)

Name	Rank	MP	Type	Description
Adia	A	70	MG	Resurrect 1 beast
Anandia	S	82	MG	Totally resurrect 1 beast
Life Attack	B	43	SK	HP and MP, L damage
Life Crash	S	57	SK	HP and MP, XL damage



Divine Beast Skills (Water) (continued)

Name	Rank	MP	Type	Description
Life Snatch	C	41	SK	Absorbs HP and MP
Life Steal	A	60	SK	Absorbs HP and MP, XL
Limena	B	51	MG	Recover HP each turn, S, all
Liminate	S	68	MG	Recover HP each turn, L, all
Medina	E	16	MG	Recover HP, S, all allies
Medinia	C	35	MG	Recover HP, L, all allies
Medinis	D	27	MG	Recover HP, M, all allies
Medinite	A	52	MG	Recover HP, XL, all allies
Power Drain	A	52	SK	Absorb HP, XL
Power Draw	E	16	SK	Absorb HP, S, enemy
Power Snatch	D	27	SK	Absorb HP, M
Power Steal	C	35	SK	Absorb HP, L
Psycho Attack	B	35	SK	MP damage, L
Psycho Crash	S	47	SK	MP damage, XL
Psycho Hit	E	13	SK	MP damage, S
Psycho Shot	D	22	SK	MP damage, M
Psycho Snatch	A	47	SK	Absorbs MP
Selahm	C	35	MG	Heal status, HP, S, all
Selahmnis	A	52	MG	Heal status, HP, M, all
Selahmnite	S	57	MG	Heal status, HP, L, all
Skill Bind	S	37	SK	Blocks all special attacks
Skill Block	E	10	SK	Blocks sleep special attacks
Skill Break	D	17	SK	Blocks poison special attacks
Skill Hold	B	28	SK	Blocks stun special attacks
Tishalite	S	81	MG	Recover MP, L, all allies
Tishous	B	55	MG	Recover MP, S, all allies
Vahli	E	10	MG	Water attack, S damage
Vahlia	C	23	MG	Water attack, L damage
Vahliluna	B	28	MG	Water attack, XL damage
Vahlis	D	17	MG	Water attack, M damage
Vahludide	A	33	MG	Water attack, XXL damage
Yagiluna	S	81	MG	Absorb HP, XL, enemy
Yarga	B	55	MG	Absorb HP, L, enemy
Yargi	E	19	MG	Absorb HP, S, enemy
Yargis	D	31	MG	Absorb HP, M, enemy

Divine Beast Skills (Wind)

Name	Rank	MP	Type	Description
Ad Roqua	B	43	MG	Petrify gradually
Ad Roquide	S	57	MG	Petrify immediately
Ad Slahm	D	22	MG	Medium sleep, all enemies
Ad Slahn	C	29	MG	Heavy sleep, all enemies
Ad Slahnit	A	42	MG	Very heavy sleep, all
Ad Sula	E	13	MG	Light sleep, all enemies
Confuse	D	22	SK	Confuse + M damage
Dark Attack	C	25	SK	Blind + L damage
Dark Crash	A	36	SK	Blind + XL damage

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Divine Beast Skills (Wind) (continued)

Name	Rank	MP	Type	Description
Dark Hit	E	11	SK	Blind + S damage
Dark Shot	D	19	SK	Blind + M damage
Derange	B	35	SK	Confuse + XL damage
Fluster	E	13	SK	Confuse + S damage
Maldiard	A	33	MG	Lightning attack, XXL damage
Malti	E	10	MG	Lightning attack, S damage
Maltia	C	23	MG	Lightning attack, L damage
Maltiana	B	28	MG	Lightning attack, XL damage
Maltis	D	17	MG	Lightning attack, M damage
Poison Cloud	D	22	SK	Poison + M damage
Poison Haze	E	13	SK	Poison + S damage
Poison Mist	B	35	SK	Poison + L damage
Poison Storm	S	47	SK	Poison + XL damage
Sadoon	S	68	MG	Nullify resistance, all
Sagulth	C	35	MG	Attack down, L, all enemies
Saguriana	A	52	MG	Attack down, XL, all enemies
Samak	E	10	MG	Defense down, S, all
Samakia	B	30	MG	Defense down, XL, all
Samakilna	S	45	MG	Defense down, XXL, all
Samakis	D	17	MG	Defense down, M, all
Sapiate	S	33	MG	Speed down, XXL, all enemies
Sapiath	B	22	MG	Speed down, XL, all enemies
Saskand	S	68	MG	Various special attacks
Stun Attack	S	57	SK	Stun + XXL damage
Stun Hit	C	35	SK	Stun + L damage
Stun Shot	A	52	SK	Stun + XL damage
Total Loss	S	47	SK	Confuse + XXL damage

Divine Beast Abilities

The following is a list of all of the Divine Beast abilities in *Jade Cocoon 2*. Each Divine Beast can have four abilities at a time. If you try to add a fifth ability, the last ability on your Divine Beast's list will be lost. Plan ahead to have specific abilities when your creatures are full-grown. Use the list to see what you can get, and consider what you want your Divine Beasts to be in the end.

Divine Beast Abilities

Name	Effect
Alco Killer	Extra damage on attacking Alcos
Anti-Critical	Prevents some critical attacks
Anti-MP Drain	Prevents MP damage
Berserk	Taking damage ups Attack
Blind X	Causes blindness to be complete
Bug Killer	Extra damage on attacking Bugs
Change Talent	Special attacks often succeed
Confuse Guard	Prevents confuse, sleep, blind
Drac Killer	Extra damage on attacking Dracs
Earth Power	Ups health-related parameters
Fire Power	Ups Strength and Wisdom
Gara Killer	Extra damage on attacking Garas
Guts	Resurrects if not finished off
HP Recovery	Some HP recovered every turn

Divine Beast Abilities (continued)

Name	Effect
HP Up 1	Ups HP by +30
HP Up 2	Ups HP by 10 percent
HP Up 3	Ups HP by 20 percent
Imago	Hatches from egg as imago (adult)
Ku Killer	Extra damage on attacking Kus
Larvalize	Stays larva without transforming
Late Bloomer	Earns 10 percent fewer experience points
Leif Killer	Extra damage on attacking Leifs
Magic Talent	Fewer MP needed for magic
Mau Killer	Extra damage on attacking Maus
MP Recovery	Some MP recovered every turn
MP Up 1	Ups MP by +30
MP Up 2	Ups MP by 10 percent
MP Up 3	Ups MP by 20 percent
Na Killer	Extra damage on attacking Nas
Og Killer	Extra damage on attacking Ogs
Petrify Guard	Prevents Petrify, Poison, and Stun
Poison X	Causes extra damage from poison
Precocious	Earns 10 percent more experience points
Resist Blind	Prevents blind, confuse, and sleep
Resist Death	100 percent prevention of sudden death
Resist Earth	Cuts damage from Earth attacks
Resist Fire	Cuts damage from Fire attacks
Resist Poison	Prevents poison, stun, and petrify
Resist Sleep	Prevents sleep, confuse, and blind
Resist Stun	Prevents stun, poison, and petrify
Resist Water	Cuts damage from Water attacks
Resist Wind	Cuts damage from Wind attacks
Resurrect	50 percent chance of resurrection
Skill Talent	Skills often give critical hits
Sleep X	Does not wake up easily
Slimy Killer	Extra damage on attacking Slimy
Speed Up 1	Ups Speed by +15
Speed Up 2	Ups Speed by 10 percent
Speed Up 3	Ups Speed by 20 percent
Spirit Up 1	Ups Spirit by +15
Spirit Up 2	Ups Spirit by 10 percent
Spirit Up 3	Ups Spirit by 20 percent
Strength Up 1	Ups Strength by +10
Strength Up 2	Ups Strength by 10 percent
Strength Up 3	Ups Strength by 20 percent
Stun X	Stun lasts 1 turn longer
Super Recover	Extra HP recovery
Vitality Up 1	Ups Vitality by +15
Vitality Up 2	Ups Vitality by 10 percent
Vitality Up 3	Ups Vitality by 20 percent
Water Power	Resists all special attacks
Wind Power	Ups Wisdom and Speed
Wisdom Up 1	Ups Wisdom by +10
Wisdom Up 2	Ups Wisdom by 10 percent
Wisdom Up 3	Ups Wisdom by 20 percent

Items of Jade Cocoon 2

The following is a list of the items you may find while playing the game. The lists are broken up by the type of item, with the item's name and a general description for each one.

Field Items	
Item Name	Description
Mugwort	Herb that heals wounds. Restores 50 HP.
Meta-Mugwort	Herb that heals wounds. Restores 100 HP.
Bitter Mugwort	Herb that heals wounds. Restores 200 HP.
Twill Mugwort	Herb that heals wounds. Restores all HP.
Mel's Elixir 1	A strong medicinal elixir. Restores 50 MP.
Mel's Elixir 3	A strong medicinal elixir. Restores 100 MP.
Mel's Elixir 5	A strong medicinal elixir. Restores 200 MP.
Mel's Elixir 7	A strong medicinal elixir. Restores all MP.
Tendai Herb	A powerful magical herb. Restores all HP and MP.
Citron Powder	Powdered legendary nut. Resurrects a fallen beast.
Calabas Herb	A nut from the Divine Tree. Fully resurrects a beast.
Life Extract	Extract from a fine beast. Boosts the MAX HP.
Mystic Extract	Extract from a fine beast. Boosts the MAX MP.
Power Extract	Extract from a fine beast. Boosts Strength.
Health Extract	Extract from a fine beast. Boosts Vitality.
Wise Extract	Extract from a fine beast. Boosts Wisdom.
Heart Extract	Extract from a fine beast. Boosts Spirit.
Speed Extract	Extract from a fine beast. Boosts Speed.
Cognet	Seed of an unusual herb. Ups Og strengths.
Hard Cognet	Nut of an unusual herb. Further ups Og strengths.
Foam Cognet	Flower of an unusual herb. Toughens Og weaknesses.
Jujuba	Leaf of an unusual herb. Ups Na strengths.
Greater Jujuba	Nut of an unusual herb. Further ups Na strengths.
Lady Jujuba	Flower of an unusual herb. Toughens Na weaknesses.
Rhizome	Root of an unusual herb. Ups Leif strengths.
Deep Rhizome	Seed of an unusual herb. Further ups Leif strengths.
Light Rhizome	Flower of an unusual herb. Toughens Leif weaknesses.
Betel	Seed of an unusual herb. Ups Ku strengths.
Greater Betel	Nut of an unusual herb. Further ups Ku strengths.
Lesser Betel	Flower of an unusual herb. Toughens Ku weaknesses.
Gara Root	Root of an unusual herb. Ups Gara strengths.
Gara Seed	Seed of an unusual herb. Further ups Gara strengths.
Gara Leaf	Leaf of an unusual herb. Toughens Gara weaknesses.
Coptis	Leaf of an unusual herb. Ups Slimy strengths.
Mtn. Coptis	Nut of an unusual herb. Further ups Slimy strengths.
Hill Coptis	Flower of an unusual herb. Toughens Slimy weaknesses.
Solanum	Flower of an unusual herb. Ups Drac strengths.
Roma Solanum	Root of an unusual herb. Further ups Drac strengths.
Shade Solanum	Seed of an unusual herb. Toughens Drac weaknesses.
Kukumira	Flower of an unusual herb. Ups Mau strengths.
Kukumira Root	Root of an unusual herb. Further ups Mau strengths.
Kukumira Leaf	Leaf of an unusual herb. Toughens Mau weaknesses.



Field Items (continued)	
Item Name	Description
Caltrop	Nut of an unusual herb. Ups Bug strengths.
Water Caltrop	Root of an unusual herb. Further ups Bug strengths.
Orange Caltrop	Seed of an unusual herb. Toughens Bug weaknesses.
Saxifrage	Nut of an unusual herb. Ups Alco strengths.
Rock Saxifrage	Root of an unusual herb. Further ups Alco strengths.
True Saxifrage	Seed of an unusual herb. Toughens Alco weaknesses.
Sleep Spore	A sweet-smelling spore. Keeps enemies from escaping.
Stinky Spore	A foul-smelling spore. Helps enemies escape.
Hide Spore	A transparent plant spore. Lets you avoid enemies.
Pounce Spore	Smell that attracts beasts. Attracts enemies on 1 level.
Mercury Spore	A spore with a soft cap. Get surprise in next battle.
Flawed Stone	A nearly worthless stone. Flaw makes it worth little.
Dull Stone	A slightly valuable stone. Quite common and cheap.
Pretty Stone	A somewhat valuable stone. Pretty but small.
Cute Gem	A rather valuable gem. Good for a present.
Lovely Gem	A quite valuable gem. Attracts attention.
Brilliant Gem	An extremely valuable gem. Sell it for a bundle.
Amazon Eye	An Earth Forest gem. Said to bring luck.
Deep Marine	A Water Forest gem. Said to bring relaxation.
Flame Rose	A Fire Forest gem. Said to bring love.
Desert Moon	A Wind Forest gem. Said to bring happiness.

Eggs	
Item Name	Description
Luch	Egg of a Luch, an Og Divine Beast
Heluch	Egg of a Heluch, an Og Divine Beast
Geraluch	Egg of a Geraluch, an Og Divine Beast
Gabnach	Egg of a Gabnach, a Na Divine Beast
Nach	Egg of a Nach, a Na Divine Beast
Muchinach	Egg of a Muchinach, a Na Divine Beast
Holeifich	Egg of a Holeifich, a Leif Divine Beast
Leifich	Egg of a Leifich, a Leif Divine Beast
Seedleifich	Egg of a Seedleifich, a Leif Divine Beast
Vordrech	Egg of a Vordrech, a Ku Divine Beast
Drech	Egg of a Drech, a Ku Divine Beast
Tikidrech	Egg of a Tikidrech, a Ku Divine Beast
Ganicarach	Egg of a Ganicarach, a Gara Divine Beast
Slithicarach	Egg of a Slithicarach, a Gara Divine Beast
Carach	Egg of a Carach, a Gara Divine Beast
Slimich	Egg of a Slimich, a Slimy Divine Beast
Ribbetslimich	Egg of a Ribbetslimich, a Slimy Divine Beast
Slurpslimich	Egg of a Slurpslimich, a Slimy Divine Beast
Dondrackich	Egg of a Dondrackich, a Drac Divine Beast
Drackich	Egg of a Drackich, a Drac Divine Beast
Allodrackich	Egg of an Allodrackich, a Drac Divine Beast
Tamatoch	Egg of a Tamatoch, a Mau Divine Beast

Eggs (continued)

Item Name	Description
Kamatoch	Egg of a Kamatoch, a Mau Divine Beast
Toch	Egg of a Toch, a Mau Divine Beast
Bugich	Egg of a Bugich, a Bug Divine Beast
Lybugich	Egg of a Lybugich, a Bug Divine Beast
Yagobugich	Egg of a Yagobugich, a Bug Divine Beast
Skalcoch	Egg of a Skalcoch, an Alco Divine Beast
Alcoch	Egg of an Alcoch, an Alco Divine Beast
Mechalcoch	Egg of a Mechalcoch, an Alco Divine Beast
Devaluch	Egg of a Devaluch, an Og Divine Beast
Dethluch	Egg of a Dethluch, an Og Divine Beast
Demeluch	Egg of a Demeluch, an Og Divine Beast
Dicenach	Egg of a Dicenach, a Na Divine Beast
Detinach	Egg of a Detinach, a Na Divine Beast
Desonach	Egg of a Desonach, a Na Divine Beast
Deuleifich	Egg of a Deuleifich, a Leif Divine Beast
Disaleifich	Egg of a Disaleifich, a Leif Divine Beast
Derleifich	Egg of a Derleifich, a Leif Divine Beast
Denodrech	Egg of a Denodrech, a Ku Divine Beast
Deadrech	Egg of a Deadrech, a Ku Divine Beast
Didrech	Egg of a Didrech, a Ku Divine Beast
Dicarach	Egg of a Dicarach, a Gara Divine Beast
Delocarach	Egg of a Delocarach, a Gara Divine Beast
Decocarach	Egg of a Decocarach, a Gara Divine Beast
Difslimich	Egg of a Difslimich, a Slimy Divine Beast
Divoslimich	Egg of a Divoslimich, a Slimy Divine Beast
Depslimich	Egg of a Depslimich, a Slimy Divine Beast
Dicedrackich	Egg of a Dicedrackich, a Drac Divine Beast
Degadrackich	Egg of a Degadrackich, a Drac Divine Beast
Demitoch	Egg of a Demitoch, a Mau Divine Beast
Detotoch	Egg of a Detotoch, a Mau Divine Beast
Degnatoch	Egg of a Degnatoch, a Mau Divine Beast
Demabugich	Egg of a Demabugich, a Bug Divine Beast
Devibugich	Egg of a Devibugich, a Bug Divine Beast
Dykbugich	Egg of a Dykbugich, a Bug Divine Beast
Dethalcoch	Egg of a Dethalcoch, an Alco Divine Beast
Dejolcoch	Egg of a Dejolcoch, an Alco Divine Beast
Kalma	Egg of a Water Kalma
Kalma	Egg of a Fire Kalma
Kalma	Egg of a Wind Kalma
Kalma	Egg of a Earth Kalma
Raindrech	Egg of a Raindrech, a Ku Divine Beast
Ogreacarach	Egg of an Ogreacarach, a Gara Divine Beast
Whiskercarach	Egg of a Whiskercarach, a Gara Divine Beast
Chinbugich	Egg of a Chinbugich, a Bug Divine Beast

Battle Items

Item Name	Description
Flame Book	Book of power battle words. Inflicts 30 damage on enemy.
Blaze Book	Book of power battle words. Inflicts 60 damage on enemy.
Inferno Book	Book of power battle words. Inflicts 80 damage on enemy.
Hellfire Book	Book of power battle words. Inflicts 100 damage on enemy.



Battle Items (continued)

Item Name	Description
Cloud Book	Book of power battle words. Blinds enemy.
Darkness Book	Book of power battle words. Deeply blinds enemy.
Pitchdark Book	Book of power battle words. Completely blinds enemy.
Sleepy Book	Book of power battle words. Puts enemy to sleep.
Hypnosis Book	Book of power battle words. Puts enemy to deep sleep.
Beast Book	Book of power battle words. Puts enemy to deeper sleep.
Poison Book	Book of power battle words. Poisons enemy.
Venom Book	Book of power battle words. Heavily poisons enemy.
Botulism Book	Book of power battle words. More heavily poisons enemy.
Perplex Book	Book of power battle words. Confuses enemy.
Delusion Book	Book of power battle words. Deeply confuses enemy.
Confusion Book	Book of power battle words. Further confuses enemy.
HP Back Book	Book of power battle words. Restores 50 HP to friends.
HP Back+ Book	Book of power battle words. Restores 100 HP to friends.
HP Back++ Book	Book of power battle words. Restores all HP of friends.
MP Back Book	Book of power battle words. Restores 50 MP to friends.
MP Back++ Book	Book of power battle words. Restores all MP of friends.
Seeing Book	Book of power battle words. Restores sight of friends.
Awaken Book	Book of power battle words. Awakens all friends.
Serum Book	Book of power battle words. Removes poison in friends.
Revival Book	Book of power battle words. Revives all friends.
Calming Book	Book of power battle words. Un-confuses all friends.
Softening Book	Book of power battle words. Reverses flesh to stone.
Healing Book	Book of power battle words. Cures all abnormal states.
Resurrect Book	Book of power battle words. Resurrects 1 fallen beast.
Full-Heal Book	Book of power battle words. Full resurrect on 1 beast.
Attacking Book	Book of power battle words. Ups Attack of attack side.
Goading Book	Book of power battle words. Ups Attack of attack side.
Inciting Book	Book of power battle words. Ups Attack of attack side.
Protect Book	Book of power battle words. Ups Defense of attack side.
Defense Book	Book of power battle words. Ups Defense of attack side.
Steelwall Book	Book of power battle words. Ups Defense of attack side.
Quick Book	Book of power battle words. Ups Speed of attack side.
Sharp Book	Book of power battle words. Ups Speed of attack side.
Sicken Book	Book of power battle words. Drops Attack of enemy.
Weaken Book	Book of power battle words. Drops Attack of enemy.
Timid Book	Book of power battle words. Drops Defense of enemy.
Coward Book	Book of power battle words. Drops Defense of enemy.
Spineless Book	Book of power battle words. Drops Defense of enemy.
Meek Book	Book of power battle words. Drops Speed of enemy.
Dimwit Book	Book of power battle words. Drops Speed of enemy.
Shield Book	Book of power battle words. Restores 1 Shield.
Shield Bible	Book of power battle words. Restores all Shields.
Man 2 Man Book	Beast battle control words. Stops beasts using skills.
Hard Hit Book	Beast battle control words. Boosts Attack of attackers.
Regenera Book	Book of power battle words. Resurrect costs 1 shield.
Escape Book	Book of power battle words. 100 percent chance of escape.

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Items

Battle Items (continued)

Item Name	Description
Cover Book	Beast battle control words. Moves beast to front.
Recovery Bible	Book of power battle words. Damage caused restores HP.
Red Hot	A plain ring. 30 damage to enemy.
Ruby Flame	A plain ring. 60 damage to enemy.
Hellfire	A plain ring. 80 damage to enemy.
Shadowdance	A plain ring. Blinds enemy.
Dark Cloud	A plain ring. Deeply blinds enemy.
Count Sheep	A plain ring. Puts enemy to sleep.
Good Night	A plain ring. Puts enemy to deep sleep.
Poison Air	A plain ring. Poisons enemy.
Mad Venom	A plain ring. Heavily poisons enemy.
Breakdown	A plain ring. Confuses enemy.
Chaos Maze	A plain ring. Deeply confuses enemy.
Heal Cross	A polished coral necklace. Restores 50 HP to friends.
Repair Gem	A pale-red gem necklace. Restores 100 HP to friends.
Soul Recover	A pearl necklace. Restores 50 MP to friends.
Hawk Eye	A beast horn necklace. Restores sight of friends.
Bright Light	A polished coral necklace. Awakens all friends.
Clear Blood	A pale-red gem necklace. Removes poison in friends.
Wide Awake	A pearl necklace. Revives all friends.
Keep Cool	A beast horn necklace. Un-confuses all friends.
Soul Free	A pale-red gem necklace. Reverses flesh to stone.
Grace Pearls	A pearl necklace. Cures all abnormal states.
Revive Ruby	A beast horn necklace. Resurrects 1 fallen beast.
Force Earring	Midnight blue earrings. Ups Attack of attack side.
Hard Blow	Midnight blue earrings. Ups Attack of attack side.
Tough Earring	Midnight blue earrings. Ups Defense of attack side.
Strong Blue	Midnight blue earrings. Ups Defense of attack side.
Little Wing	Midnight blue earrings. Ups Speed of attack side.
Weak Heart	Midnight blue earrings. Drops Attack of enemy.
Chicken Tail	Midnight blue earrings. Drops Defense of enemy.
Nervous Rat	Midnight blue earrings. Drops Defense of enemy.
Heavy Step	Midnight blue earrings. Drops Speed of enemy.
Guard Crown	A sparkling tiara. Restores 1 Shield.
Battle Tiara	A sparkling tiara. Stops beasts using skills.
Storm Song	A sparkling tiara. Boosts Attack of attackers.
Give To Live	A sparkling tiara. Resurrect costs 1 shield.
Breakout	A sparkling tiara. 100 percent chance of escape.
Cover Shift	A sparkling tiara. Moves beast to front.
Lionheart	A sparkling tiara. Damage caused restores HP.

Figures

Item Name	Description
Kahu 01	Kahu action figure
Kahu 02	Kahu action figure
Kahu 03	Kahu action figure
Kahu 04	Kahu action figure
Kahu 05	Kahu action figure
Kahu 06	Kahu action figure
Kahu 07	Kahu action figure
Kahu 08	Kahu action figure



Figures (continued)

Item Name	Description
Kahu 09	Kahu action figure
Kalma 01	Kalma action figure
Kalma 02	Kalma action figure
Kalma 03	Kalma action figure
Kalma 04	Kalma action figure
Kalma 05	Kalma action figure
Kalma 06	Kalma action figure
Levant 01	Levant action figure
Levant 02	Levant action figure
Levant 03	Levant action figure
Levant 04	Levant action figure
Levant 05	Levant action figure
Nam 01	Nam action figure
Nam 02	Nam action figure
Nam 03	Nam action figure
Nam 04	Nam action figure
Nam 05	Nam action figure
Wu 01	Wu action figure
Wu 02	Wu action figure
Wu 03	Wu action figure
Wu 04	Wu action figure
Wu 05	Wu action figure
Cure 01	Cure action figure
Cure 02	Cure action figure
Cure 03	Cure action figure
Cure 04	Cure action figure
Cure 05	Cure action figure
Cure 06	Cure action figure
Cure 07	Cure action figure
Cure 08	Cure action figure
Cure 09	Cure action figure
Cure 10	Cure action figure
Gil 01	Gil action figure
Gil 02	Gil action figure
Gil 03	Gil action figure
Gil 04	Gil action figure
Gil 05	Gil action figure
Yamu	Yamu action figure
Cocona 01	Sweet Knights. Cocona action figure.
Cocona 02	Sweet Knights. Cocona action figure.
Cocona 03	Sweet Knights. Cocona action figure.
Cocona 04	Sweet Knights. Cocona action figure.
Cocona 05	Sweet Knights. Cocona action figure.
Cocona 06	Sweet Knights. Cocona action figure.
Cocona 07	Sweet Knights. Cocona action figure.
Cocona 08	Sweet Knights. Cocona action figure.
Cocona 09	Sweet Knights. Cocona action figure.

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Items

Figures (continued)

Item Name	Description
Cocona 10	Sweet Knights. Cocona action figure.
Cinnamon 01	Sweet Knights. Cinnamon action figure.
Cinnamon 02	Sweet Knights. Cinnamon action figure.
Cinnamon 03	Sweet Knights. Cinnamon action figure.
Cinnamon 04	Sweet Knights. Cinnamon action figure.
Cinnamon 05	Sweet Knights. Cinnamon action figure.
Cinnamon 06	Sweet Knights. Cinnamon action figure.
Cinnamon 07	Sweet Knights. Cinnamon action figure.
Cinnamon 08	Sweet Knights. Cinnamon action figure.
Cinnamon 09	Sweet Knights. Cinnamon action figure.
Cinnamon 10	Sweet Knights. Cinnamon action figure.
Choco 01	Sweet Knights. Choco action figure.
Choco 02	Sweet Knights. Choco action figure.
Choco 03	Sweet Knights. Choco action figure.
Choco 04	Sweet Knights. Choco action figure.
Choco 05	Sweet Knights. Choco action figure.
Choco 06	Sweet Knights. Choco action figure.
Choco 07	Sweet Knights. Choco action figure.
Choco 08	Sweet Knights. Choco action figure.
Choco 09	Sweet Knights. Choco action figure.
Choco 10	Sweet Knights. Choco action figure.
Vanilla 01	Sweet Knights. Vanilla action figure.
Vanilla 02	Sweet Knights. Vanilla action figure.
Vanilla 03	Sweet Knights. Vanilla action figure.
Vanilla 04	Sweet Knights. Vanilla action figure.
Vanilla 05	Sweet Knights. Vanilla action figure.
Vanilla 06	Sweet Knights. Vanilla action figure.
Vanilla 07	Sweet Knights. Vanilla action figure.
Vanilla 08	Sweet Knights. Vanilla action figure.
Vanilla 09	Sweet Knights. Vanilla action figure.
Vanilla 10	Sweet Knights. Vanilla action figure.
Mint 01	Sweet Knights. Mint action figure.
Mint 02	Sweet Knights. Mint action figure.
Mint 03	Sweet Knights. Mint action figure.
Mint 04	Sweet Knights. Mint action figure.
Mint 05	Sweet Knights. Mint action figure.
Mint 06	Sweet Knights. Mint action figure.
Mint 07	Sweet Knights. Mint action figure.
Mint 08	Sweet Knights. Mint action figure.
Mint 09	Sweet Knights. Mint action figure.
Mint 10	Sweet Knights. Mint action figure.
Ra 01	Ra action figure
Ra 02	Ra action figure
Mu 01	Mu action figure
Mu 02	Mu action figure
Kikinak	Kikinak action figure
Birdman, Mini	Birdman action figure
Birdman, Tall	Birdman action figure
Birdman	Birdman action figure



Job Items	
Item Name	Description
Cookies	A cookie assortment. A sweet, sophisticated taste.
Candies	A candy assortment. Sweets you never tire of.
Donuts	A donut assortment. The fun is in the variety.
Cakes	A cake assortment. Plenty of cream.
Harp	Played by plucking strings. Has a pleasant sound.
Ocarina	An egg-shaped flute. Has a simple sound.
Conch Shell	Blown like a horn. Has a deep sound.
Castanets	Hardwood snapped together. Keeps a delightful rhythm.
Conga Drum	A small hand drum. Makes you want to dance.
Makeup Remover	Makeup-removing cream. Removes even thick makeup.
Wrinkle Cream	Wrinkle-smoothing cream. Gives a nice smooth face.
Sun Block	Sunburn-preventing lotion. Essential for an idol.
Skin Whitener	Skin-whitening lotion. Stops liver spots, freckles.
Citrus	A clean fragrance. A refreshing citrus aroma.
Floral	A nice, sweet fragrance. A delicate floral aroma.
Beast	A sexy, sweet fragrance. A sensual, gorgeous aroma.
Fruity	A fresh fragrance. A youthful fruity aroma.
Noble Red	Glossy red lipstick. Flaunt your womanliness.
Clear Orange	Attractive orange lipstick. Vivid color for your lips.
Gift Box	Box with a gift inside. Don't tell what's inside.
Dumbell	An iron dumbbell. Good for weight training.
Tickets	To a Sweet Knights match. Hard to get. Often sold out.
Cocona Shirt	Cocona fan paraphernalia. A fan needs at least one.
Cinnamon Shirt	Cinnamon fan paraphernalia. A fan needs at least one.
Choco Shirt	Choco fan paraphernalia. A fan needs at least one.
Vanilla Shirt	Vanilla fan paraphernalia. A fan needs at least one.
Mint Shirt	Mint fan paraphernalia. A fan needs at least one.
Cocona Hat	Cocona fan paraphernalia. Be sure to wear it!
Cinnamon Hat	Cinnamon fan paraphernalia. Be sure to wear it!
Choco Hat	Choco fan paraphernalia. Be sure to wear it!
Vanilla Hat	Vanilla fan paraphernalia. Be sure to wear it!
Mint Hat	Mint fan paraphernalia. Be sure to wear it!
Cocona Fan	Cocona fan paraphernalia. Don't forget to cheer!
Cinnamon Fan	Cinnamon fan paraphernalia. Don't forget to cheer!
Choco Fan	Choco fan paraphernalia. Don't forget to cheer!
Vanilla Fan	Vanilla fan paraphernalia. Don't forget to cheer!
Mint Fan	Mint fan paraphernalia. Don't forget to cheer!
Cocona Badge	Cocona fan paraphernalia. The mark of a true fan.
Cinnamon Badge	Cinnamon fan paraphernalia. The mark of a true fan.
Choco Badge	Choco fan paraphernalia. The mark of a true fan.
Vanilla Badge	Vanilla fan paraphernalia. The mark of a true fan.
Mint Badge	Mint fan paraphernalia. The mark of a true fan.
Dessert Recipe	A book of dessert recipes for the rookie to veteran.
On Kemuel	A study of Kemuel. Lots of esoteric runes.
On Elrihm	A study of Elrihm. Lots of esoteric runes.
The Chosen One	A study of The Chosen One. Lots of esoteric runes.
Forest People	A study of Forest People. Lots of esoteric runes.

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Items

Job Items (continued)

Item Name	Description
Beast Book	A study of Divine Beasts. Lots of esoteric runes.
Drill Book	A Parelese drill book for studying the Parel language.
Gara Horn	Horn of a Gara Divine Beast. Raw material for something.
Og Horn	Horn of an Og Divine Beast. Raw material for something.
Leif Hide	Hide of a Leif Divine Beast. Raw material for something.
Alco Scat	Scat of an Alco Divine Beast. Raw material for something.
Slimy Scat	Scat of a Slimy Divine Beast. Raw material for something.
Drac Wing	Wing of a Drac Divine Beast. Raw material for something.
Ku Tail	Tail of a Ku Divine Beast. Raw material for something.

Special Items

Item Name	Description
Pouch	Lets you carry 5 more items.
Backpack	Lets you carry an additional 5 items.
Large Backpack	Lets you carry a further 5 additional items.
Special Egg	Egg of a merged Divine Beast.
Og Medal	Mark of a win over an Og BeastHunter. Collect 'em.
Na Medal	Mark of a win over a Na BeastHunter. Collect 'em.
Leif Medal	Mark of a win over a Leif BeastHunter. Collect 'em.
Ku Medal	Mark of a win over a Ku BeastHunter. Collect 'em.
Gara Medal	Mark of a win over a Gara BeastHunter. Collect 'em.
Slimy Medal	Mark of a win over a Slimy BeastHunter. Collect 'em.
Drac Medal	Mark of a win over a Drac BeastHunter. Collect 'em.
Mau Medal	Mark of a win over a Mau BeastHunter. Collect 'em.
Bug Medal	Mark of a win over a Bug BeastHunter. Collect 'em.
Alco Medal	Mark of a win over an Alco BeastHunter. Collect 'em.
Job Contract	Evidence of posting a job. Needed to get an item.
Kaya Key	Treasure of the Temple. Key to the Kaya Gate.
Earth Orb	Crystallized Forest power. Needed for Dark Summoning.
Water Orb	Crystallized Forest power. Needed for Dark Summoning.
Fire Orb	Crystallized Forest power. Needed for Dark Summoning.
Wind Orb	Crystallized Forest power. Needed for Dark Summoning.
Green Crystal	Crystallized Forest power. Opens the Green Gate.
Blue Crystal	Crystallized Forest power. Opens the Blue Gate.
Red Crystal	Crystallized Forest power. Opens the Red Gate.
Yellow Crystal	Crystallized Forest power. Opens the Yellow Gate.
Earth Jewel	Crystallized Forest power. Not yet an Orb.
Water Jewel	Crystallized Forest power. Not yet an Orb.
Fire Jewel	Crystallized Forest power. Not yet an Orb.
Wind Jewel	Crystallized Forest power. Not yet an Orb.
Contract	A contract that describes the job.
Og Master	Mark of beating Og Leader. Lets you enter Genus Arena.
Na Master	Mark of beating Na Leader. Lets you enter Genus Arena.
Leif Master	Mark of beating Leif Leader. Lets you enter Genus Arena.
Ku Master	Mark of beating Ku Leader. Lets you enter Genus Arena.
Gara Master	Mark of beating Gara Leader. Lets you enter Genus Arena.
Slimy Master	Mark of beating Slimy Leader. Lets you enter Genus Arena.
Drac Master	Mark of beating Drac Leader. Lets you enter Genus Arena.
Mau Master	Mark of beating Mau Leader. Lets you enter Genus Arena.
Bug Master	Mark of beating Bug Leader. Lets you enter Genus Arena.



Special Items (continued)

Item Name	Description
Alco Master	Mark of beating Alco Leader. Lets you enter Genus Arena.
Earth Lurk	Warps from Kumari Gate to Earth Lurk, Earth Forest.
Groundwork	Warps from Kumari Gate to Groundwork, Earth Forest.
Barren Earth	Warps from Kumari Gate to Barren Earth, Earth Forest.
Earth Crystal	Warps from Kumari Gate to Earth Crystal, Earth Forest.
Dustup	Warps from Kumari Gate to Dustup, Earth Forest.
Water Place	Warps from Kumari Gate to Water Place, Water Forest.
Water Shade	Warps from Kumari Gate to Water Shade, Water Forest.
Water Return	Warps from Kumari Gate to Water Return, Water Forest.
Water Tour	Warps from Kumari Gate to Water Tour, Water Forest.
Water Tier	Warps from Kumari Gate to Water Tier, Water Forest.
Fire Throne	Warps from Kumari Gate to Fire Throne, Fire Forest.
Firewalking	Warps from Kumari Gate to Firewalking, Fire Forest.
Fire Tower	Warps from Kumari Gate to Fire Tower, Fire Forest.
Fire Heat	Warps from Kumari Gate to Fire Heath, Fire Forest.
Firestorm	Warps from Kumari Gate to Firestorm, Fire Forest.
Wind Shelter	Warps from Kumari Gate to Wind Shelter, Wind Forest.
Way of Wind	Warps from Kumari Gate to Way of Wind, Wind Forest.
Wind Patina	Warps from Kumari Gate to Wind Patina, Wind Forest.
Wind Harvest	Warps from Kumari Gate to Wind Harvest, Wind Forest.
Wind Sport	Warps from Kumari Gate to Wind Sport, Wind Forest.

Cocoons

The following is a list of all of the cocoons you will find in the game.

Agit Cocoon	Garalanth Cocoon	Mothmanti Cocoon	Ronga-Ronga Cocoon
Amorg Cocoon	Garalhorn Cocoon	Mush Cocoon	Rorr Cocoon
Angler Cocoon	Geena Cocoon	Nagglchu Cocoon	Rugglchu Cocoon
Anglorg Cocoon	Gelapper Cocoon	Navi Cocoon	Rutide Cocoon
Barndreg Cocoon	Geloper Cocoon	Ngonga Cocoon	Sandhawk Cocoon
Baulboa Cocoon	Geso-Q Cocoon	Nigender Cocoon	Sandsparrow Cocoon
Bauwerl Cocoon	Getchu Cocoon	Niggelchu Cocoon	Scorpy Cocoon
Bigby Cocoon	Gigatiran Cocoon	Niki Cocoon	Sembone Cocoon
Binoculus Cocoon	Ginugon Cocoon	Nildrager Cocoon	Shroomie Cocoon
Bladetail Cocoon	Ginui Cocoon	Nilgilth Cocoon	Skalchu Cocoon
Bladreg Cocoon	Ginunga Cocoon	Nilibuzz Cocoon	Skalco Cocoon
Blumen Cocoon	Giralooza Cocoon	Nilicone Cocoon	Skalcone Cocoon
Bogimbo Cocoon	Gojet Cocoon	Niloper Cocoon	Skaluch Cocoon
Chamelemon Cocoon	Heehaw Heehaw Cocoon	Nima-Q Cocoon	Skuimel Cocoon
Chamiluna Cocoon		Ninui Cocoon	Spikebee Cocoon
Cheep Cocoon	Helibuzz Cocoon	Ninunga Cocoon	Spikestar Cocoon
Clalco Cocoon	Helicone Cocoon	Nirala Cocoon	Sulligalan Cocoon
Dakkon-Q Cocoon	Helskelter Cocoon	Niralthorn Cocoon	Sulligalanth Cocoon
Dela Getchu Cocoon	Kakabone Cocoon	Nitchu Cocoon	Sulligan Cocoon
Dela Yo-Yo Cocoon	Kataimel Cocoon	Niwerl Cocoon	Tama-Q Cocoon
Devilchu Cocoon	Kilgilth Cocoon	Nu-Q Cocoon	Tiki Cocoon
Dongle Cocoon	Knucklchu Cocoon	Papillone Cocoon	Tiral Cocoon
Drabern Cocoon	Lugadreg Cocoon	Paradrager Cocoon	Tomakana Cocoon
Dumbler Cocoon	Machoang Cocoon	Patadreck Cocoon	Trinoculus Cocoon
Earina Cocoon	Magender Cocoon	Pataronga Cocoon	Twingo Cocoon
Ela Ela Cocoon	Majj Cocoon	Peanum Cocoon	Volkaiser Cocoon
Eyeshroom Cocoon	Mamagamma Cocoon	Peepr Cocoon	Walbeckon Cocoon
Fangbone Cocoon	Mamern Cocoon	Pokeyfish Cocoon	Wellern Cocoon
Fangnagin Cocoon	Mardreck Cocoon	Q Cocoon	Whorlie Cocoon
Froggess Cocoon	Mash Cocoon	Radreck Cocoon	Yo-Yo Cocoon
Froggy Cocoon	Mayen Cocoon	Rage Cocoon	Zabone Cocoon
Garala Cocoon	Monoculus Cocoon	Redoble Cocoon	